

We are seeking a

Lead 3D Artist (m/f)

Location:
Munich

Starting:
Immediately

Employment:
Fulltime

We may be a small company, but we make big games! At Chimera Entertainment we are passionate about creating high quality, fun and engaging games for our players. Our team consists of easy-going, enthusiastic and result driven individuals, who all work towards the same goal: making a great product. We believe in team work and not in unnecessary bureaucracy. We're experienced, fun-focused professionals, with a strong work ethic and an endless passion for games. If these are values you share, then you might be just the person we are looking for!

The kind of stuff you'll be doing:

- Be responsible for containing a consistent art style and quality of all 3D assets in our projects
- Support all 3D artists, give feedback and guidance
- Final polishing and consistent merge of 3D assets produced by outsourcing companies
- Modeling, texturing and animation of highpoly & lowpoly assets (for characters, surroundings, props and buildings in various stylistic approaches)
- Designing detailed textures in Photoshop
- Animating characters (various stylistic approaches)
- Developing new workflows for 3D asset creation

Who we're looking for:

- Minimum three years of related professional experience in the games industry
- You love playing mobile, browser and video games
- You are able to model, texture and animate high quality assets
- You have solid skills with Photoshop, 3DS Max and other common tools (Maya, ZBrush, xnormal)
- You know common and efficient workflows, tools and development processes in the games industry
- You have the ability to work self-directed and reliably
- You are highly motivated, flexible and a team player
- You have great communication skills in English both verbally and in writing

Nice to have:

- Experience in programming shaders
- Rigging and skinning skills
- Familiarity with working in Unity 3D
- Experience in handling outsourcing partners

If you are interested, send your complete application including CV, photo and cover letter to Ms. Ina Hoffman:

jobs@chimera-entertainment.de



CHIMERA

Entertainment

We are a creative and independent development studio for digital entertainment software in the heart of the beautiful city of Munich. Our company was founded in 2006 with the support of the production house remote control productions GmbH. In addition to developing our own IPs, we implement work for hire, from conception to completion. Gameplay and creative imagination are always in the foreground, and we promote team-work and talent. In terms of development and marketing of our high-class games, and thanks to our 8-year expertise in the field of mobile gaming and cross-platform-development as well as our award-winning portfolio of top titles such as "Angry Birds Epic", we are one of the Germany's leading game developers. And with you as a potential member of our ambitious over 35-strong team we want to expand our success within the coolest industry in the world.