



3D Modeling Artist

Role Overview:

We are looking for a versatile 3D Artist who understands that every great render starts with a perfect foundation. Your mission is to take 2D sketches, photos, or complex engineering data and transform them into technically flawless, high-fidelity models. You are the architect of our digital world, providing the "clean canvas" that allows our lighting and texture teams to truly shine.

Key Responsibilities:

Asset Creation: Build high-end hard-surface models (products, electronics, packaging) and organic environments.

Topology & UVs: Ensure clean, all-quad topology and efficient UV unwrapping to prevent stretching or artifacts during shading.

Retopology / Optimization: Convert high-poly sculpts or CAD data into production-ready assets for Maya, Blender, or Unreal Engine.

Technical Optimisation: Manage polygon counts and LODs (Levels of Detail) to ensure scenes remain manageable for the rendering team.

Technical Requirements:

Mastery of Maya or Blender: Expert-level knowledge of polygonal and Sub-D modeling tools.

CAD Knowledge: The ability to import and clean up STEP, IGES, and other known CAD files (often provided by our clients) is a major plus.

Sculpting: Familiarity with ZBrush or Blender's sculpting tools for fine details like fabric folds or wear and tear.