

For enforcement of our staff in Vienna, we are seeking talented JUNIOR 3D ARTISTS (m/f/x)!

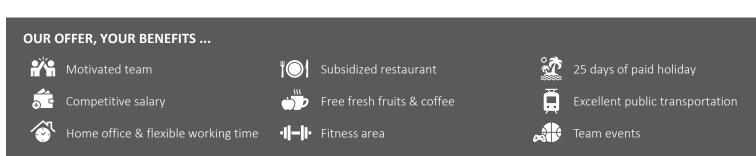
As a Junior 3D Artist you will work on exciting AAA game production for international renowned customers. The creation and texturing of 3D assets (ranging from character, weapon to environment art) are your main tasks in a young, talented and very motivated team.

SKILLS & REQUIREMENTS ...

- Capable of coping with extensive feedback paired with the drive to constantly improve your skills
- Capable of completing projects according to visual specifications within a specified timeframe
- Completed (or almost) subject-specific education, relevant professional experience is a welcome plus
- Good knowledge of current 3D software, as well as Photoshop and Substance Painter
- Understanding how to translate ideas and 2D concepts to 3D space
- Team player with good communication skills
- In-depth knowledge of image composition, color theory and anatomy are a welcome plus
- Experience in 2D art (drawing, illustrations, graphic design, etc.) is a welcome plus

RESPONSIBILITIES ...

- Creation of 3D art assets for AAA game productions
- Preparation and implementation of 3D art assets for use in various game engines



To apply for this job, please send your resume via email to jobs@rabcat.com - please state the job title in the subject line.

Looking forward to your application!

About RABCAT GAME ART

Founded in 2001 and based in Vienna, RABCAT GAME ART is one of Europe's leading high-end art studios and has been working in the AAA game segment for over 15 years. Together with RABCAT's second department, RABCAT GAMBLING, it is part of the Austrian Lotteries.

International developers such as Blizzard Entertainment, Epic Games, Riot Games, Microsoft Studios and Ubisoft are among our most loyal clients and trust our talented team to support their prestigious projects.