

## WE ARE HIRING A **UNITY 3D ARTIST**

<b>Activities:</b>	Develop layout and style in Unity 3D including animation (Maya/Blender)
<b>Contract:</b>	Full Time
<b>Date:</b>	Asap
<b>Location:</b>	Marchtrenk
<b>Salary:</b>	Salary and package to be agreed based on qualifications and experience
<b>Contact:</b>	m.beyr@attraktion.com

### ABOUT US

Attraktion! is a specialized group of companies that blends a unique combination of advanced skills in order to create exceptional experience products for the Entertainment and Leisure Market.

### ROLE DESCRIPTION

We are looking for a passionate and highly ambitious UNITY 3D artist to help us to develop and maintain full render pipeline as well as in-engine cinematic animation and scene assembly. The ideal candidate is very confident using UNITY 3D, familiar with real-time rendering system and has strong experience using 3ds Max and/or Maya.

### RESPONSIBILITIES

- Prototyping of UX Concepts and Layouts
- Integration and assembly of various Assets in 3D Engines
- Animation of Assets and UI-Elements
- Create cinematic Light-Setups in 3D Engines
- In-engine problem solving and troubleshooting
- Create visual effects (particles, explosions, fire, etc)
- Reworking of 3D-Assets (Modelling, Texturing, UV Layout)
- Keyframe-Animation for 2D/3D Characters

### QUALIFICATION & EXPERIENCE

- 4+ years of experience or an extraordinary demo reel
- Experience in 3DStudio Max, Maya or Blender
- Experience in Unity 3D
- Willingness to accept direction, works well under pressure on multiple tasks, and flexible to changes
- Must be efficient, reliable, self-motivated and passionate about your work, requiring minimal supervision
- Strong organizational, planning, and prioritization skills
- Strong storytelling skills with the ability to work on the fly in a fast paced environment

### SOFTWARE REQUIREMENTS

- Unity (required)
- Maya (required)
- 3ds Max (a plus)
- Blender (a plus)

### ADVANTAGES

- Knowledge of game pipelines
  - Knowledge of virtual camera setup
  - Knowledge of Perforce file management tool
  - Knowledge of production management software such as Shotgun or equivalent
  - Comfortable working in small group environments to accomplish larger tasks
  - Self-driven, capable of working well under deadlines
- SENIORITY LEVEL
- Mid-Senior level