

# 3D CHARACTER ARTIST

As an Eipix 3D character artist you will be given an opportunity to bring characters from 2D concepts to life. Following the full creation pipeline from blocking out and high detail sculpting through retopology, normal map baking and texturing, you will be able to polish your skills and enjoy seeing and testing your models in-game.

## REQUIRED SKILLS

- Eye for light, shade, color, and details
- Exceptional understanding of anatomy
- Advanced knowledge of 3D software (3ds Max/Maya/Blender)
- Advanced knowledge of 3D sculpting tools (Zbrush/Mudbox/3D-Coat/Sculptris)
- Advanced understanding of model topology
- Advanced knowledge of unwrapping and texturing
- Advanced knowledge of map baking
- Advanced knowledge of texture creation and materials
- Knowledge of Unreal Engine and/or Unity
- Proficiency in English language
- Good communication skills and orientation towards team-work and collaboration
- Self motivation, strong work ethics and ability to meet deadlines

## EXTRA SKILLS

- Knowledge of rigging and animation
- Knowledge of project tracking software (Activecollab/Trello/Jira etc)
- Background in traditional arts

## CONTACT

To apply, please fill in the contact form below.

If you are interested in hearing a bit more about the position, you are more than welcome to contact our HR department at [hr@eipix.com](mailto:hr@eipix.com).

## BENEFITS:

- Continuous learning
- Entertainment zone
- Team-building activities

- Pet-friendly company
- Creative work environment
- 3.000 m<sup>2</sup> of work space
- Gaming tournaments
- Numerous discounts in the Novi Sad area
- EipixCON
- Road trips and visits to other Eipix branch offices