NORMALUM
MIXED REALITIES

WWW.NORMALUM.COM

WHATIS@NORMALUM.COM

3D / UNITY3D ARTIST

| BERLIN / or GERMANY | EDUGAME | READY FOR VR | DESKTOP / SERVER | 1.500€ | 3D |

FAMILIAR with a standard 3D modeling pipeline (Blender, 3Ds Max, or Maya) to UNITY3D like

- NURBS (non-uniform rational basis spline) modeling
- Procedural modeling
- Digital sculpting
- Image-based modeling or photogrammetry
- Retopology
- UV mapping
- Texturing
- Rigging
- Skinning
- Importing assets from a 3D modeling software into Unity3D

POSITION: 3D Game Artist
LOCATION: BERLIN (or somewhere in Germany)
XPERIENCE: 2+ years Game Artist, 3D asset creation experience
PROJECT: Desktop (and server based) Edu Game Prototype
ENGINE: Unity3D (any 3D creation suite, import in Unity)
SALARY: 1.500€ per month (employed), 30h per week
PERKS: Flexible working hours, remote work
TIME RANGE: 15.12.2020-15.11.2021
CONTACT questions & application: **whatis@normalum.com**

Educational 3D Game Prototype searches 3D artist/designer/asset builder producing and designing e.g. models, historic architecture and (simple) landscapes. Low-poly and high-poly workflow and design skills fitting for a game engine. Programming C# and animation skills not necessary, but welcome. Quick apprehension, willingness to learn (able to do research by yourself) and delivering on time required. The prototype is based on neuroscientifc reseach and game design and programming will be done by the rest of the team. Important for us is good communication, openmindedness and motivation, and maybe a knack for history, Asian architecture and cyberpunk.

OR   https://www.linkedin.com/jobs/view/2314850708/