



Cloudhead Games is seeking a **3D Artist!**

We are pioneers at the forefront of Virtual Reality's resurgence. With over five years of research & development we have created innovative solutions and award winning content, proving the capabilities of this new medium. As a 3D Artist, you will help us blaze trails through the great possibilities of VR.

Any successful candidate will be able to create highly detailed and creative 3D objects using Maya, including the modeling, UV mapping, and texturing. You must have a strong desire to work in a small, creative, and innovative development environment. You must have an eye for composition and color, and be self-driven and able to work independently on your own initiatives.

We have a strong preference for the successful candidate to join us at our headquarters located in beautiful Qualicum Beach, BC. However, remote workers in our Vancouver location may also be considered.

Potential to be contract or a full-time position.

Responsibilities:

- Produce high-quality 3D assets within the technical limitations provided by the leadership team
- Create artwork within a variety of visual styles, based on the direction of the project
- Create assets with little to no concept art, fit within the game's art style
- Understand and work with the team to design assets that meet the technical and aesthetic requirements specific to VR

Requirements:

- Unity 3D experience
- Experience in Game Art, Fine Arts, and Computer Graphics
- Experience with shipping PC, console, or VR games
- Fluent knowledge with Maya, Photoshop, and Substance Painter (or equivalents) within pipeline
- Experience with hard-surface modeling and PBR workflows

Nice to haves:

- Strongly favour versatility in drawing, texturing, modelling and/or animating in 3D
- Experience in animation or rigging
- Experience creating and managing art asset pipelines
- Experience working on an Agile Development Team
- Experience with Visual Scripting systems

Apply: Please send letter and resume to jobs@cloudheadgames.com

Start date: ASAP

Note: Due to the accelerated timeline, only qualifying candidates will be contacted.