



Job Purpose

Produce high-quality 3D models and textures for props, ensuring seamless integration into the game engine while meeting technical requirements and aligning with the project's artistic vision.

Responsibilities

- Create realistic, high quality 3D models and textures for hard-surface and organic props in accordance with the artistic direction, production timelines and technical specifications.
- Develop and refine high quality texture maps for PBR materials.
- Integrate assets into the game engine, optimising them to meet performance and visual standards.
- Contribute to shared material libraries to support efficient asset creation.
- Estimate task durations, prioritise work, and track progress using project management tools.
- Collaborate with Art Directors and Leads to review, iterate, and finalise assets.
- Identify and suggest improvements to resolve technical challenges related to asset creation and integration.
- Understand best practices, production pipelines and workflows of live service development.
- Communicate and collaborate effectively with key stakeholders to confirm task direction and consistency of work.
- Provide regular progress updates and incorporate feedback throughout the development cycle.
- Support the team with additional tasks as needed.

Skills and Knowledge

- Proficient in Adobe Photoshop and Substance Suite (Painter, Designer).
- Solid working knowledge of 3D software packages - 3DS Max, ZBrush (or equivalent).
- Understanding of technical constraints and how to apply them to Asset creation.
- Good eye for detail, colour, lighting, and material fidelity.
- Strong knowledge of texture mapping and materials, and a solid understanding of PBR workflows.
- Good understanding of model topology.
- Understanding of basic graphic design principles.
- Familiarity with version control and data management software (e.g. Perforce).

Relevant Experience

- Previous experience working on published AAA games is highly desirable.
- Experience working with proprietary game engines.
- Experience with bug tracking tools.
- Experience in texturing, modelling, image processing related roles within AAA game development.