



We're looking for a 3D artist, to model furniture and produce PBR materials for a "game like" 3D environment. The models we're making need to be light weight to render in real time and good looking to satisfy the most demanding customers.

We require from the artist, sufficient skills texture mapping and creating PBR materials (normal maps, metal maps etc.), effective modelling (models with low triangle count while still looking good), texture creation (creating HD/4k textures from reference images and from similliar assets) and knowlege of Unity 3D engine and its features.

Software experience:

- 3D modelling: Maya/Max/Blender (must have)
- Image manipulation: Photoshop/Gimp (must have)
- 3D engine: Unity 3D (Must have)
- 3D Texturing software: Substance painter (optional)
- Version managment: Git (Required)

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