



Freejam is a game development studio based in Portsmouth Harbour, UK. This growing indie team is punching well above its weight with the hit game Robocraft which has exploded with over 6 million registered users and is expanding worldwide.

#### **JOB TITLE:**

3D ARTIST

#### **JOB SUMMARY:**

Freejam is a game development studio based in Portsmouth Harbour, UK. Our small indie games company is punching well above its weight with the hit game Robocraft. Our debut game has exploded with over 8 million registered users and is expanding worldwide. We are a small but rapidly expanding team and are looking to grow our team with the addition of a 3D artist.

Remember: 8+ million users are waiting for our new exciting planned features and we need your help.

#### **RESPONSIBILITIES:**

- A minimum of 1-3 years experience as a 3D artist in the games industry with a published game in your folio.
- You must be able to provide examples of beautifully constructed props, objects and environments with clean geometry, texture and material work
- you should demonstrate an array of creative ability and a keen eye for composition.
- A good working knowledge of Unity is beneficial.
- Confident in developing and driving the style of some exciting new visual effects for Robocraft game.
- Specific knowledge and competence in either Maya or Max plus a solid foundation in Photoshop is a must requirement.
- Any examples of life drawing or fine art is beneficial

To apply, please send your C.V and a link to your portfolio to Stuart Godfrey at: [sgodfrey@freejamgames.com](mailto:sgodfrey@freejamgames.com)