



Freejam is a game development studio based in Portsmouth Harbour, UK. This small 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:**

WORLD BUILDER

**JOB SUMMARY:**

We are looking for an extremely talented artist to work in our art team. Working with the concept and technical artists it will be your role to work up new multiplayer levels and worlds for all new planets in the Robocraft universe.

**RESPONSIBILITIES:**

- A minimum of 3 years experience designing multiplayer levels for published games.
- You must be able to demonstrate examples of well thought-out multiplayer level maps with a high level of design insight and attention to detail.
- A good working knowledge of Unity is beneficial.
- Able to demonstrate strong environment artwork including a good understanding of visual composition and examples of high quality game props or constructions.
- Confident in creating and driving the production of some exciting new mulitplayer maps for the Robocraft game from scratch.
- Specific knowledge and competence in either Maya or Max plus a solid foundation in Photoshop is a must requirement.

Candidates without a portfolio of work will not be considered

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