



Freejam is a game development studio based in Portsmouth Harbour, UK. The independent developer is currently working on multiple projects for both PC and console platforms, most notably the free-to-play game Robocraft which has over 13 million registered users worldwide.

JOB TITLE:

TECHNICAL ARTIST

JOB SUMMARY:

Freejam, the makers of Robocraft, want to hire several 3D artists at all levels of experience to join its massively successful Development Team. This job-role would require a highly technical individual to bridge the gap between Coders and Artists. Duties will be diverse from polishing and optimizing existing assets, developing new tools, problem solving difficult tasks, testing software suitability, creating pipelines for others to follow as well as being involved in 3D modelling, character construction, animation and visual effect work. This is a challenging job for the right mind.

SALARY:

DOE (Depends on Experience)

EXPERIENCE:

Junior to Senior

RESPONSIBILITIES:

- Strong folio demonstrating a diverse set of techniques and approaches.
- Proactive individual able to manage their time and tasks methodically.
- Experience constructing assets and effects in Unity3D.
- Strong knowledge of Material/shader construction.
- Strong knowledge of Maya/Max and mesh construction.
- Strong problem-solving abilities.
- Knowledge constructing animated sequences and cutscenes useful.
- Knowledge of shader scripting is useful.
- Experience with character construction and rigging useful.

To apply, please send your C.V and a link to your portfolio to Stuart Godfrey at:

sgodfrey@freejamgames.com