



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:

3D ARTISTS

JOB SUMMARY:

This job role would require a strong creative individual to help us develop new products at Freejam games. The candidate would initially be part of a growing development and demands a flexible candidate who is excited for a challenge, the role could involved making 3D objects/props, lighting, using World machine to create levels and also get involved with the production of Marketing imagery.

SALARY:

DOE (Depends on Experience)

EXPERIENCE:

Junior to Senior

RESPONSIBILITIES:

- Approachable and well-spoken with a great professional attitude and good judgement.
- Strong folio examples demonstrating a good appreciation for form, shape, lighting and composition.
- Folio should contain clean geometry with a variety of low and high polygon objects/environments/props.
- Capable of following a strong artistic vision down to the last detail.
- Examples of hand painted textures preferred.
- Proactive individual able to manage their time and tasks methodically.
- Experience constructing assets and scenes in Unity3D.
- Strong knowledge of Maya/Max and mesh/character construction.
- Examples of strong 2D graphic/fine art work is advantageous.
- Knowledge of World Machine is advantageous.

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

sgodfrey@freejamgames.com