

CHARACTER ARTIST FOR UNITY GAME (SEE SIMS VR/AR)

Who we are and what we do:

We, an international remote software company called [Avataris](https://www.avataris.io) (<https://www.avataris.io>), are developing a photorealistic metaverse using Unity game engine that serves as a life simulation, integrating our own unique AAA games and lifelike AI-powered digital humans. Our games are based on interpersonal relationships, realistic environments, and unique narrative-driven gameplays. Digital Humans are created with maximum realism in mind to create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hairs, skin, cloths and muscles and VR hand and body interactions, etc.). As part of our team, you would work with cutting-edge technologies to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team, we are looking for an experienced Artist/Technical Artist with a strong focus on DAZ 3D Studio and 3D characters.

Possible tasks (depending on your interest and suitability):

- Projecting face scans to existing base meshes
- Using CC4 and DAZ 3D to create realistic characters
- Sculpting photorealistic virtual humans with ZBrush
- Creating physical hair styles with alembic format (Ornatrix or Xgen)
- Setting up characters in Unity Game Engine with physical cloths / hairs
- Creating new blend shapes e.g. with Maya
- Creating realistic skins, make-up and textures
- Creating cloths with Marvelous Designer, ZBrush, and Substance Painter
- Creating blend-shape-based animations to use in Unity
- Creating facial expressions as blend shapes
- Working with ZIVA VFX and FT for muscles

Your skills/experience:

Important:

- Very strong background as 3D character artist
- Experience in creating photorealistic 3D characters

- Advanced experience with CC4, ZBrush and Substance Painter
- Great drawing skills and eye for realistic proportions
- Experience with sculpting realistic 3D characters with ZBrush
- English (fluent, if possible, also technical English)

Advantageous:

- Experience with Marvelous Designer, Ornatix, Xgen and/or DAZ 3D
- Education in character arts, animation or as technical artist
- Experience with Unity Game Engine 2021+
- Problem-solving oriented, proactive and high-quality awareness

The advantages of our job offer:

- Eventually leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- Insights into state-of-the-art technologies and testing of state-of-the-art approaches
- We are a promising pioneer in gaming and avatar
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team

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