

CHARACTER ARTIST for UNITY GAME (see SIMS VR/AR)

Who we are and what we do:

We, the international software company [Avataris \(https://avataris.io\)](https://avataris.io), are developing a game with Unity 3D, which, like "The Sims", focuses on interpersonal relationships, but at the same time uses maximum realism and state-of-the-art technologies. For example, the user experiences our game from the ego-perspective – optionally also in VR or AR – and controls virtual avatars that create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hair and VR hand interactions, etc.). As part of our team, you would work with cutting-edge technologies and Unity's state-of-the-art achievements 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 3D Artist / Technical Artist with a strong focus on DAZ 3D Studio and 3D characters.

Possible tasks (depending on your interest and suitability):

- Creating new blend shapes in DAZ 3D Studio
- Creating blend shape-based animations with DAZ 3D Studio and export to Unity
- Integration of DAZ 3D Studio characters into Unity 3D (game engine)
- Reduction of polygons of clothes etc. in DAZ 3D Studio
- Solving difficult technical problems in the pipeline between DAZ 3D Studio (over Maya) to Unity
- Solving hard technical problems related to rig, animations, blend shapes, etc. specifically for the pipeline between DAZ 3D Studio and Unity (e.g., limited export functions)
- Export of DAZ 3D assets to Unity (e.g., textures, materials, etc.)
- Creating attractive DAZ 3D characters

Your skills/experience:

Important:

- Very strong technical background in the area of characters, animations, blend shapes, etc.
- **Very advanced 3D related experience with Unity and DAZ 3D Studio**
- Experience with all the tasks mentioned above
- English (fluent, if possible, also technical English)
- Problem-solving oriented, proactive and high-quality awareness

Advantageous:

- Experience with Maya or other programs we need as bridge between DAZ 3D Studio and Unity
- Education in technical artist, animation and/or software development
- Experience with researches and e.g., using platforms like Discord etc. to find solutions
- Self-organized with highest quality claim, able to deliver highest quality results
- Russian/Ukrainian/Belarusian/German

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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