

3D 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 several 3D Artists.

Possible tasks (depending on your interest and suitability):

- Create or revise virtual environments (combine purchased 3D models)
- **Make high-poly objects game-ready (i.e., reduce poly, adjust materials, etc.)**
- Settings for character customization (e.g., selection of blend shapes)
- Create attractive and versatile virtual characters
- Creation of character blend shapes and/or JCMs (Maya, Unity or DAZ 3D)
- Application of Soft Clothing to virtual clothing (Unity, Unity Asset or iClone)
- Creation of hairstyles using a Unity asset (simple)
- Solving technical problems and pipeline work between DAZ 3D, Maya and Unity
- Animations, rigging, skinning (Maya or Unity's own tools)
- Lighting in Unity, performance improvements in the 3D area of Unity
- Design of user interfaces, effects or other graphic elements in Unity

Your skills/experience:

Important:

- Lots of experience with 3D programs (e.g., 3ds Max, Maya or ZBrush)
- **Experience with Unity is a great advantage** and needed for some tasks above
- Depending on the area of responsibility (see above) the relevant experience

- Passion for game development
- English (fluent, if possible, also technical English)
- Problem-solving oriented, proactive and high-quality awareness

Advantageous:

- Knowledge of DAZ 3D Studio and Unity Assets
- Education in technical artist, animation and/or software development

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.

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