

# SURFACE 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 Surface Artist.

### Possible tasks (depending on your interest and suitability):

- Improve/Upscale/Fix all the existing textures
- Producing original textures from/for architectural/organic models (e.g., Occlusion map, Specular map, Normal map, Roughness map, Height map, Albedo map)
- Set up materials and maps for appealing models inside Unity
- Generating unwrapped UV maps/fixing UV maps issues for the models (Uv0-Uv1)

### Your skills/experience:

#### *Important:*

- Experience with 3D programs (e.g., Maya, Blender or 3ds Max)
- Experience with Substance Painter, Substance Designer and/or ZBrush
- Experience with Unity is a great advantage and needed for some tasks above
- Knowledge how to set great PBR and photorealistic materials
- 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

- Excellent eye for details

*Advantageous:*

- Experience as Surface Artist for Video Games
- Having an eye for appeal to produce great materials
- Education in technical artist, animation and/or software development
- German language

**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 to create the ideal working conditions.

**Contact us:**

Avataris Recruitment Team

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