



## Job Description: 3D Modelling Artist

### Desired Candidate Qualities:

- Self-motivated and willing to learn
- Team-oriented individual with strong problem-solving abilities
- Should have an aptitude for art and creativity
- Should have the talent for art and a strong understanding of colour, texture, and light, and how these elements work together
- Has the ability to brainstorm new ideas on a regular basis and strategize ways to stand out from the competition

### Responsibilities:

- Use modeling software and artistic skill to create, maintain, and update 3D models.
- Animate characters and objects for 3D arts.
- Create realistic virtual characters from verbal descriptions or reference images.
- Prototype and iterate on graphics, models and characters based on feedback from team members.
- Research upcoming projects to help find new ways to create designs or animations. This sometimes includes developing storyboards to map out how scenes will look.
- Collaborate with multidisciplinary teams, to conceive new model concepts through brainstorming, solo thinking, and rough design prototyping.
- Develop products concepts through drawing, model making, and digital renderings.
- Contribute to product invention efforts.
- Responsible for application development, branding, packaging design, patent application formulation, marketing, consumer analysis, and presentation.
- Troubleshoot problems on reintegration of outsourced assets into the 3D arts.
- Keep up to date with the latest developments in 3D design, capture and modeling tools and technologies.

### Education:

- A Bachelor's Degree, preferably in Fine or Applied Arts or Graphic Design, Multimedia Art, 2D/3D Modelling and Animation.
- Specialization in game design is a nice plus.
- A good portfolio and technical skills are also a must.

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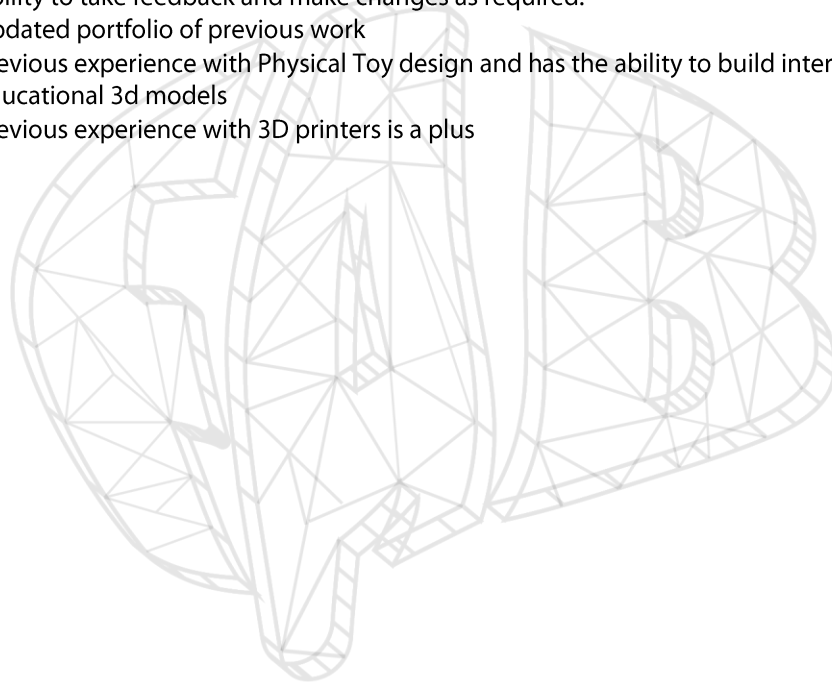




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#### Requirements and Expectations:

- 0-5 years of experience with 3D design and modeling applications such as 3D Max, Maya, Blender, or similar modeling software.
- Proficiency in graphic, photo, and video editing using the Adobe Suite
- Extensive knowledge of character and model design.
- Ability to take feedback and make changes as required.
- Updated portfolio of previous work
- Previous experience with Physical Toy design and has the ability to build interactive educational 3d models
- Previous experience with 3D printers is a plus



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