



## 3D Artist (Generalist)

Hammerhead is an immersive media company, focused on creating the next generation of virtual worlds and entertainment for VR/AR/MR.

With unique production capabilities and state-of-the-art 3D/4D capture facilities across our two specialist studios, Hammerhead and Dimension, we are busy working on exciting original games, cool projects and R&D collaborations.

We love to work with people who want to bring original and amazing ideas to life to craft extraordinary experiences and are seeking a like-minded 3D artist who can bring their knowledge and experience to create phenomenal 3D assets on Hammerhead's upcoming projects.

This is a fantastic opportunity for you to join a rapidly growing and pioneering studio. We offer a competitive salary depending on experience, plus a range of other benefits including flexible hours. We encourage applications from people of diverse backgrounds.

### Key Responsibilities

- Building assets or environments as part of a multidisciplinary team
- Modelling a range of different assets, from hard-surface to organic
- UV unwrapping and creating textures for models, as well as optimising geometry
- Being part of the R&D asset pipeline, maintaining a strong knowledge of the latest tools and processes
- Working closely with the Art Lead to ensure all assets maintain high quality and consistency across projects
- Passing screenshots and videos to relevant parties for documentation
- Contributing innovative ideas to help improve your workflow and Hammerhead projects

### Requirements

- You have experience with Unity and/or Unreal Engine 4
- You have experience with 3DSMax/Maya and Photoshop
- You work efficiently and are able to produce high quality assets
- You are highly self-motivated and collaborative
- You are constantly striving to learn and improve your skills
- You can effectively communicate with artists, programmers and other team members



## Desirable

- Familiarity with Substance Designer
- Knowledge of photogrammetry pipelines
- Familiarity with virtual reality head mounted displays and motion controllers
- History of working within rapid prototyping environments, such as game jams
- Real passion for video games, films and other creative mediums