

CHARACTER ARTIST

IN+GAME
STUDIOS

Location: Brno/Remote
Contract: Full-time

WHO DO WE NEED?

For our new project, we are seeking a Character Artist who is as passionate about realistic-looking characters being implemented into Unreal Engine 5. Would you dare to sculpt young Michael Madsen, Kim Basinger, or Chuck Norris?

WHAT IS THE JOB ABOUT?

- Modelling realistic human characters
- Using the next-gen technology in the latest Unreal Engine
- Work collaboratively with tech artists and animators

WHO WILL BE A GOOD FIT?

- Someone with a perfect eye for character creation
- Sculptor and painter specialized in characters
- Great teamwork and communication skills

WHAT IS NICE TO HAVE?

- Up to date with recent Unreal Engine features and tools
- Passion for video games and game development
- Experience in an international company
- Experience with PC or console development

If you are interested, please send us your CV and optionally a portfolio to:

JOBS@INGAMESTUDIOS.COM