3D Modeler

Description

Have you ever looked at Michelangelo's perfect, magnificent Pieta and wondered, "Jeez, this guy left way too many n-gons and not enough edge loops." Here is your chance to show that poser "artist" Mike what clean geometry looks like. Jendia Studios is seeking a 3D Modeler, with a background in Blender and Unity, who will be responsible for modeling cool sci-fi characters, props and environments. This role is for a <u>non-paid, internship position</u> and is remote. This means you might not be able to afford that trip to Italy to see Michelangelo's work, but so what, the dude didn't even make multiple LODs of his models (he actually did). Apply today!

Responsibilities

- Create high and low poly 3D models in Blender for humanoid characters, machinery and environments for implementation in Unity
- Use both traditional polygon modeling as well as 3D sculpting techniques.
- Cleanup models to eliminate n-gons and other artifacts and create multiple LODs.
- Utilize techniques to ensure character geometry can properly deform once animated.
- Export 3D models from Blender and set them up correctly as prefabs in Unity.
- Write documentation for modeling processes and pipelines.
- Work with team members to optimize the 3d modeling workflow.
- Learn new tools and techniques relevant to your field.
- Accurately execute directions provided by the lead modeler and management team.
- Exemplify timeliness in achieving all deliverables and attendance at team meetings.
- Be proactive, self-driven and diligent in your work with other team members.
- Strive to create a collaborative environment.

Tools

- Blender, Unity
- Jendia Studios will provide licenses for required software
- You will need to utilize your own hardware and equipment