

3D Artist - Full time

Pay: Based on experience

Mobile Pie are looking for a generalist 3D Artist, to join the team. Quite simply you must be a great artist who can demonstrate a wide range of styles and a passion for making sure that our games look amazing.

Your primary responsibilities will be:

- Working with our art team to create 2D and 3D assets for our projects, including low poly models, animations and concept art.
- Working with our developer team to implement assets into our various tech platforms (Unity, Phaser, PlayCanvas)
- Inputting creatively to our projects, both visually and in terms of game design.

You will need to demonstrate the following:

- Experience of working within the gaming sector or evidence of a passion and creation of your own work/portfolio
- Excellent 2D and 3D art skills
- Animation experience
- Solid experience with 3D software such as 3DS Max or Maya

It's also important that you have:

- Excellent communication skills
- The ability to work as part of a team and independently
- Imagination and creativity
- An energetic and flexible approach

We are a small but busy development studio founded in 2008 that produces apps, games and entertainment for a range of platforms. Based in the centre of Bristol, our work ranges from high profile projects for clients such as CBeebies and CBBC to cutting edge AR and VR. Some of the brands we've worked with include the Gruffalo, Go Jetters, Peter Rabbit

and Furchester Hotel. You will get to work on an array of different titles and projects in a fair and flexible, award winning company.

If you are interested in this position please send us a covering letter, CV and link to your portfolio to jobs@mobilepie.com.