



3D Modeler | 3D Artist

As a 3D Artist, you model within a Cinema 4D workflow and are responsible for creating and rendering a full range of 2D & 3D products and environments. You work on concepts and environments centered around Virtual Reality, Augmented Reality and 3D Virtualization. You're part of a Visualization team that touches on presentations, visual and functional packaging/product prototypes, storyboards, real-time interactive 3D, point-of-purchase materials and more. You work with our Creative Directors and Designers to create immersive environments and UX/UI interfaces. It is important you're be able to bring design to life by filling in necessary holes to go from concept to execution. Asset creation is your strength. You team up with programmers to handle scripting and publishing. Much of your work involves translating complex, multi- component messages into simple, understandable narratives. In addition to your technical and creative skills, you possess the ability to quickly understand our clients' markets and challenges, are comfortable presenting to management and internal teams when required and are willing to collaborate across departments.

If you have experience modeling in Cinema 4D (C4D), minimum of 3 years' experience preferred, and you are comfortable in a fast paced and relaxed environment, being able to hold yourself to deadlines and goals, we want to meet you and see your work.

Skills & Requirements

We are interested in speaking to you if you...

- are naturally creative and imaginative.
- enjoy working alongside colleagues and external consultants.
- are organized and self-motivated.
- understand what appeals to different target audiences.
- are a strong and clear communicator.
- are comfortable presenting to audiences, including senior personnel.
- work effectively on tight deadlines.
- accept criticism and can work positively.
- are flexible and willing to adapt design ideas to meet technical criteria.
- have an eye for detail.

Must have skills and abilities:

- BA Graphic Design and Media Arts with concentration in 3D Modeling and Animation or related multimedia design discipline.
- Minimum of 2-years' experience with asset creation for Unity/Unreal game engines.
- Minimum of 2-years' experience modeling, Atlas Creation for mobile and immersive desktop application, textures, PBR workflow.
- Proficiency in Cinema 4D (minimum of 3 years' experience preferred).
- Working knowledge of Google Sketchup a plus.
- Asset creation is a must have strength.
- Functional familiarity with Adobe Creative Suite, particularly Photoshop.
- Strong conceptual and communications skills.
- Competency in delivering ideal scale, lighting, and perspective in your 3D work.
- Modeling of environments, scenes, assets, products and packaging, both existing and conceptual.
- Lighting and rendering products to a photographic quality.
- Substance Designer a plus.

Primary Responsibilities:

- Consistently take ideas and concepts, along with consumer insights, and translate them into finished 3D products.
- Work with internal and client teams to ensure finished products resonate with target audiences.
- Effectively fill in the gaps from concept designers.
- Contribute and conduct brainstorming sessions and/or team workshops, with a willingness to take the lead.
- Model/create and sketch ideas, both in 3D and 2D (paper).

Next Steps to Apply

Submit the following to Wild Blue's Human Resource Director, Carrie Mueller: Carriem@wildbluetech.com

1. Cover Letter introducing yourself. In cover letter please explain why this position is a fit for you and any expectations you seek.
2. Must include Resume or CV.
3. Must include sample 3D Modeling work or link to view your modeling work. Most applicable to this experienced position (prefer C4D models).

Applicants have rights under Federal Employment Laws

Family and Medical Leave Act (FMLA)- <https://www.dol.gov/whd/fmla/>
Equal Employment Opportunity (EEO)- <https://www.eeoc.gov/employees/>
Employee Polygraph Protection Act (EPPA) - <https://www.dol.gov/whd/polygraph/>