

## 3D Games Artist required

Goggleminds uses the latest immersive technologies to create training content and solutions that are fun to experience and supported by science.

We recognise that creativity is best inspired by different experiences and perspectives and strive to create a culture of belonging, where all our colleagues feel welcome, supported and diversity is celebrated. We passionately believe that games are for everyone, whether we're playing or creating them.

We are seeking a 3D Games Artist to join our game development team. You should have a passion for games and want to become one of the best game makers in the industry. We're based in Cardiff and the role is home-based although we sometimes meet as a team once or twice per month or as the business requires.

We hope you like the sound of us and we'd love to learn more about you. Below are some of the skills and traits we are looking for.

### Skills you may have

- Create and manage 3D assets.
- Knowledge of 3D modelling and animation tools such as 3DS MAX, Blender and Maya.
- Prototype and iterate on 3D models/characters based on feedback from team members.
- Create textures and UV maps.
- Follow design guidelines, asset naming conventions and other technical constraints.
- Rig models/characters for animation.
- Understanding of UV unwrapping, texture maps, texturing, and rigging.
- Optimisation for mobile platforms.
- Working knowledge of Unity.
- Capable to create high-quality and performance particles on Unity and other game engines. Both low and high poly modelling, rigging and animating of in-game 3D assets (bonus).

### You'll be

- Working in a great, small close-knit team.
- Able to work with little supervision.
- Organised and determined.
- An enthusiastic can-do-er

## Thank you for considering us

To apply please email [targetconnect@bangor.ac.uk](mailto:targetconnect@bangor.ac.uk) with

'Employ Autism Apply' as the subject