



wonderstruck

We need an...

ARTIST (3D MODELLER)

Join Wonderstruck and be key part of the team creating a next-generation voxel sandbox MMO, Oort Online.

In Oort Online every player lives, builds, fights and survives together in the same universe of procedurally generated worlds. It's the world's biggest sandbox and we're looking for talented creative professionals to help us build it.

Oort Online was announced August 2014 and has received praise from many including PC Gamer, Yogscast and was greenlit on Steam in record time. For more information about the game go to oortonline.com.

Position Summary

As a 3D Modeller, you will be responsible for supplying the inhabitants of Oort Online with important tools to survive the harsh universe. You will play an integral part in allowing players to explore, fight and build to survive as you also create the environment they will play in, building temples and other environmental structures from voxels. Make your mark in Oort Online.

You will work closely with the production team to understand their needs and help to build the universe of Oort Online. As you will have a pivotal role in everything to do with your area, you will need exceptional knowledge and skills in 3D game production.

About Wonderstruck

Wonderstruck is a creative environment where you'll be a leader in your discipline but also have the opportunity to participate in the development of other areas of our products. We also believe building a strong community is key to the success of our games. We encourage our team to share progress on in-development art, designs and prototypes via Twitter, Twitch streams, YouTube and participate in online discussion with our community.

Wonderstruck is the in-house game studio of Turbulenz. Formed in 2012 by a team of experienced developers from SCEE, Lionhead, Electronic Arts, Eidos and Square Enix.

Duties and Responsibilities

- Responsible for the creation of 3D art assets based on the game design document for the project.
- Coordinate all art efforts to deliver game artwork satisfying the visual, design and technicalities of the product.
- Set up workflows, pipelines and tools that allow for efficient, flexible and timely delivery of high quality assets.
- Optimise art assets to enhance engine performance.
- Working with the producer, maintain a production plan delivering assets to an agreed time frame.
- Demonstrate a consistently high standard of visual quality in all artwork produced.

Skills and Experience

- Fine Arts or relevant degree.
- 5+ years of professional game development experience.
- An excellent portfolio that demonstrates variety of character and non-character art pieces, including both realistic and stylised designs.
- Excellent general 3D modelling skills (e.g. characters, building, props, etc.) using Autodesk Maya and ZBrush.
- Excellent texture creation skills using Photoshop.
- Strong technical knowledge of methods and techniques within a 3D engine.
- Comfortable in a fast-paced, multi-project and fast changing agile entrepreneurial environment.
- Effective communicator and a team player.
- Strong ability to concept sketch or illustrate is a plus.

All candidates must be eligible to work in the UK and travel to the USA.

For further questions or if you would like to apply for this position, please send your CV, portfolio and covering letter to Nicola Nehm at careers@turbulenz.com.