



wonderstruck

**We need an...**

## **ARTIST (CHARACTER ARTIST)**

**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 are 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](http://oortonline.com).

### **Position Summary**

As a Character Artist, you will be responsible for populating the universe of Oort Online with a rich and diverse set of inhabitants. You will play an integral part in the creation of different races, Titans and other creatures. 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 fully textured character/creature models based on the concept artwork.
- Coordinate all art efforts relating to character / creature models to deliver game artwork satisfying the visual, design and technicalities of the product.
- 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 / creature art pieces, including both realistic and stylised designs.
- Strong experience of low, medium and high polygon modelling.
- Experience in working closely with animators to enable animators to produce high quality character animations.
- Excellent character / creature 3D modelling skills using Autodesk Maya and ZBrush.
- Excellent texture creation skills using Photoshop.
- 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](mailto:careers@turbulenz.com).