3D CHARACTER ARTIST

Who we are and what we do:

At **Avataris** (https://www.avataris.ai), we're not just building AI - we're bringing digital humans to life. Our cutting-edge, photorealistic AI avatars are redefining customer interactions, making websites, apps, and digital platforms more engaging, personal, and intelligent. Imagine virtual assistants that don't just answer questions but connect with users on a human level - speaking multiple languages, adapting to emotions, and creating trust like never before.

Our remote-first team of AI, Unity, and avatar experts is shaping the future of digital communication, from hyper-realistic chatbots to Metaverse-ready AI agents. If you're passionate about pushing technology to new frontiers and creating experiences that blur the line between digital and reality, **you'll fit right in.**

Possible tasks (depending on your interest and suitability):

- **Projecting face scans** to existing base meshes.
- **Using CC4** to create ultra-realistic AI avatars.
- **Sculpting** digital humans in ZBrush for interactive applications.
- **Creating lifelike hair** using Ornatrix, Xgen, or Alembic workflows.
- **Integrating characters in Unity**, including physics-based hair and clothing setups.
- **Crafting blend shapes** for facial expressions and animations (Maya).
- **Texturing ultra-realistic skins and makeup** with Substance Painter.
- **Designing clothing** using Marvelous Designer, ZBrush, and Substance Painter.
- **Developing animation-ready avatars** for AI-driven facial expressions.
- Creating facial expressions as blend shapes

Your skills/experience:

Must have:

- Strong experience as a **3D character artist**, specializing in photorealistic human models.
- Proficiency in **ZBrush, Substance Painter, and CC4**.
- Strong **drawing skills and eye for realistic proportions**.
- Experience with **high-fidelity character sculpting and texturing**.
- Ability to communicate fluently in **English (including technical terms)**.

Nice-to-have:

- Familiarity with Marvelous Designer, Ornatrix, Xgen, and DAZ 3D.
- Background in character arts, animation, or technical art.
- Experience working with Unity Game Engine.
- A proactive, problem-solving mindset and attention to detail.

Why Join Our Cutting-Edge AI Startup?

- **Grow with Us & Shape the Future:** Be part of a pioneering team in digital human AI agents, working with the most advanced solutions worldwide. In our flat-hierarchy startup, you won't just have a job - you'll shape the industry, push boundaries, and build a standout portfolio that accelerates your career like nowhere else.
- **Exciting & Impactful Work:** Develop groundbreaking AI that has the potential to positively impact billions, not just millions. Your work will shape the future of human-AI interaction, influencing industries and societies at a global scale.
- **Ultimate Flexibility – Work on Your Terms:** Define your own schedule - whether part-time, full-time, or even beyond. Work from anywhere, set your own hours, and enjoy a work environment with minimal restrictions, allowing you to focus on what truly matters: innovation.
- **Exceptional Compensation & Growth:** We reward top talent - offering salary increases of up to 30% every 3 months. Some of our team members have increased their income by 700% in just two years. If you're exceptional, your earnings will reflect it.

Contact us:

Avataris Recruitment Team
Email: job@avataris.ai
Web: https://avataris.ai/

Avataris GmbH
Lange Gasse 30
8010 Graz
Austria

Company Number: 518133k

VAT ID: ATU74763446