

3D ENVIRONMENT ARTIST / LEVEL DESIGNER

FOR UNITY GAME (SEE SIMS VR/AR)

Who we are and what we do:

We, an international remote software company called [Avataris](https://www.avataris.io) (<https://www.avataris.io>), are developing a photorealistic metaverse using Unity game engine that serves as a life simulation, integrating our own unique AAA games and lifelike AI-powered digital humans. Our games are based on interpersonal relationships, realistic environments, and unique narrative-driven gameplays. Digital Humans are created with maximum realism in mind to create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hairs, skin, cloths and muscles and VR hand and body interactions, etc.). As part of our team, you would work with cutting-edge technologies to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team, we are looking for several 3D Environment artist/Level Designer.

Possible tasks (depending on your interest and suitability):

- Creating photo-realistic, interactive and stunning beautiful environments
- Creating concepts and maps (designing levels of map and map itself)
- Working with Unity's High-Definition Render Pipeline (HDRP)
- Implementation of Lighting in Unity
- Creating quick prototypes of levels
- Using assets for performance improvements and terrain and level design

Your skills/experience:

Important:

- Good experience with Unity and Lighting (no coding needed)
- Basic experience with 3D software (e.g., Maya, Blender, 3ds Max)
- Depending on the area of responsibility (see above) the relevant experience
- Passion for game development and highest quality awareness (AAA quality)
- English (advanced)
- Problem-solving oriented and fast learner with interest to increase skills

Advantageous:

- Great eye for detail
- Ability to quick sketch/draw
- Experience as level designer
- Technical education background

The advantages of our job offer:

- Eventually leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- Insights into state-of-the-art technologies and testing of state-of-the-art approaches
- We are a promising pioneer in gaming and avatar
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team
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