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# Example of 3D Artist Job Description

Our innovative and growing company is searching for experienced candidates for the position of 3D artist. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

## Responsibilities for 3D artist

* Processing of images in Photoshop
* Work within the technical limitations of a variety of game engines
* Cooperate with Animators, Riggers, Game Designers, and Engineers to complete tasks according to the production plan approved by management
* Provide self-assessment on how to improve your own performance
* Character ideation and design (i.e., cartoon, stylized, realistic)
* Environment ideation and design (i.e., realistic, stylized, fantasy)
* Component ideation and design (i.e., cars, military vehicles, weapons, gadgets)
* You will play a key operational role in translating internal requests into design concepts and artworks for digital media and video animations (digital assets, product animations & catalogues, UX, graphics & videos for social/blogs/events )
* You will also support in creating basic assets including imagery, information graphics, animations, vector based illustrations, POP & tradeshow material, corporate posters, collaterals
* You will actively brainstorm and initiate design ideas and storyboards to develop new innovative and creative communication solutions – especially in the digital and video arena

## Qualifications for 3D artist

* Understanding of the performance implications of game art asset creation
* Experience in creating 3d models and textures of buildings and landscape objects
* Strong texturing and drawing skills
* A background in animation with a keen eye for punchy timing
* Strong scripting experience with Python and PyMEL
* Strong knowledge of Autodesk Maya and its underlying API