



Job Description	
Job Title:	3D Artist
Reports to:	Lead Artist
General overview of position:	We require an individual capable of producing high quality 2D and 3D artwork to join the existing Starship Troopers art team.
Main duties and responsibilities:	Working closely with the rest of the art and design teams, create models as required by the art schedule on time and to quality.

Skills, Education, Background	
Software skills:	<ul style="list-style-type: none"> • Excellent knowledge of 3D Studio MAX. • Knowledge of two or more 2D art creation packages: Photoshop, Paintshop Pro etc. • Excellent traditional art skills.
Career background:	<ul style="list-style-type: none"> • 2 years experience in the games industry or at least 1 published title.

Package	
<ul style="list-style-type: none"> • Competitive salary + bonuses 	
<ul style="list-style-type: none"> • 25 days annual holiday 	
<ul style="list-style-type: none"> • Medical insurance cover 	
<ul style="list-style-type: none"> • Life assurance cover 	