



## **Role: 3D Vehicle Artist**

Location: Remote (but able to make regular trips to Scottish central belt)

Term: Full-time

### About Rivet Games

Rivet Games was set up in 2019, with staff of around 20 that produce top quality content for a variety of video games. Our add-on packs for the Train Simulator games released include some of the highest rated content ever produced for Train Simulator.

### Role overview

We are looking for a passionate 3D Artist with a very good technical mind-set and skill-level. The role requires someone with good skills in creating vehicle/mechanical hard surface models.

### Responsibilities

- Create optimised game-ready assets for UE4/5 on PC and Console.
- Produce detailed and optimised vehicle models.
- Assets created to the correct proportion and scale from reference images.
- Able to read and understand technical diagrams/blueprints to use as reference.
- Ability to create optimal UV layouts and textures.

### What we are looking for

- Technical ability to research and understand the reference material to extract relevant data.
- Proficient in 3D modelling software such as 3DS Max, Blender or Maya.
- Experience within Substance Suite and Photoshop.
- Must be self-motivated, with good communication skills and able to effectively work in a team environment.

### Rivet Games benefits

- 29 days holiday + 5 days statutory holiday
- Pension scheme
- Regular social activities

We are committed to promoting equal opportunities and diversity, and all applicants will be considered on their merit, qualifications, competence and talent regardless of any protected characteristics. However, we are currently unable to employ anyone who does not have the legal right to live and work in the UK.