



Role: 3D Artist

Location: Remote Home Working (candidate must be based in the UK)

About Rivet Games

Rivet Games is aiming to create the best add-on content for a variety of video games. Our initial focus was to create add-ons for Dovetail Games' Train Simulator World products for PC and Console.

Role overview

We are looking for a passionate 3D Artist with a good technical mind-set and skill-level. The role requires someone with an eye for creating quality 3D environment assets for simulation games.

Responsibilities

- Create optimised game-ready assets for the Unreal game engine on PC and Console.
 - Assets created to the correct proportion and scale from reference images.
 - Optimal topology, material and texture counts for game-ready assets.
 - Clean and optimised high-quality polygon mesh, using weighted/baked normals
 - Efficient UV layouts for texturing using Trim Textures with a consistent Texel Density
 - Materials and textures created using PBR texture workflow and high-low poly baking
 - Textures using Masks to control Emissive and weather properties

What we are looking for

- Technical ability to research and understand the reference material to extract relevant data
- Proficient in at least one 3d modelling package such as 3DS Max, Blender or Maya
- Competent in Substance Painter and Photoshop
- Knowledge of Unreal and PBR workflow
- Must be self-motivated, with good communication skills and able to effectively work as part of a team while based remotely at home.

Rivet Games benefits

- 26 days holiday + 8 days statutory holiday
- Mainly Home working, attending Studio gatherings on occasions for company meetings
- Pension scheme
- Regular social and sporting 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. **We are currently unable to employ anyone who does not have the legal right to live and work in the UK.**