

Turkey Jobs Expertini®

3D Artist

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Company: Huawei Telekomünikasyon Dış Ticaret Ltd

Location: İstanbul

Category: other-general

We are looking for you! Yes, the talented, dedicated, and highly-motivated Game Artist (2D&3D) for VR Applications with exceptional problem-solving abilities, strong communication skills, and solid design instincts, who can translate business requirements into satisfied customer-focused solutions. Don't you want to be a part of a motivated and talented team and take the chance to involve in various projects globally? Then, please submit your application and let us meet you!

What Do We Expect You to Do in This Role?

Create user-centered designs that incorporate business requirements, customer research findings, and user behavior metrics

Understand user needs and create efficient solutions to user problems

Lead all phases of the 2D&3D asset design process for products

Lead design documentation and deliverable creation: research guides, persona, and user journey, ideas concepts, wireframes, high-fidelity mockups, user flows, delightful UI designs, prototypes, interface guidelines, usability tests, and 3D Assets.

Conduct user research, brainstorming sessions, competitor analysis, usability tests, and other design sessions.

Develop and maintain detailed information architecture and design specifications

Design user interfaces using knowledge of customer tasks, product functionality requirements, knowledge of user interface architecture, knowledge of UI best practices, and industry/company interface standards.

Evangelize UX to the organization and create a user-centric culture

Stay up to date on market trends and user-centered best practices to enrich thinking during ideation sessions,

Deliver and present relevant deliverables as required by the projects (such as creative briefs, concepts, digital assets, style guides, pattern libraries, etc.)

Working with developers with requisite design assets and specifications to implement visual designs

Contribute to and adhere to established design guides and libraries to ensure a coherent look and feel across all channels.

Requirements

At least Bachelor's degree in related areas

1+ years experience as a 3D Artist or similar role

A portfolio that demonstrates 3D and visual skills in digital products is a PLUS for evaluation.

Experienced in visual arts, especially in 3D game art

Strong knowledge of 3D editing tools, 3ds Max, Maya, Blender, ZBrush, etc., to be able to deliver high-quality assets

Basic knowledge of Adobe XD, Figma, Sketch, Zeplin, Invision, Adobe Creative Suit, etc.

Advanced understanding of texture painting, material setup, low and high-poly modeling, UV painting, and topology

Produce character modeling, rigging, and animations

Create environments from scratch

Advanced understanding of texture painting, material setup, low and high-poly modeling, UV painting, and topology

Work on realistic lighting and rendering

Strong UI/UX knowledge

Strong visual design knowledge of typography, colors, and layout....

Knowledge of the latest UI trends, techniques, and technologies.

Able to work & cooperate with project managers & product managers and multiple stakeholders for different projects.

Willing to work in a multinational team with international and local clients.

Knowledge of Agile software development process and has worked in an Agile environment, particularly integrating 3D in the process

Excellent communication, presentation & organization skills.

Experience in Unity is a plus

Experience with VR Devices like Quest2 is a plus

Fluent English skill is PLUS

Able to work full-time Monday - Friday in Istanbul, Izmir or Ankara office

Benefits

Discount at MSc/Ph.D. programs from several top universities,

Employee Gift Packs for special events,

Online training platforms (Udemy, O'Reilly, Raywenderlich, Packt),

External certification support,

A culture of continuous development: conferences, in-house events & Tech Talks to stay up-to-date on current research and technology.

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