



3D ENVIRONMENT ARTIST

BatFields s.r.o. is a czech game studio based in Brno, and we are currently looking for skilled and creative developers to join our ranks. Do you like FPS survival games? Do you want to be part of the newly developed AAA project? Then we are looking for you!

RESPONSIBILITIES:

- Graphics development for PC and next-gen games consoles
- Creation of 3D models according to real references
- Modeling and texturing high poly and low poly environment assets
- Close cooperation with other team members - graphic artists, designers and company
- Management game environment composition and post-production of produced game environments

REQUIREMENTS:

- At least 3 years of experience in game graphics or related fields
- Experience with some graphic software for 3D modeling (3dsMax, Blender, Z-Brush, Substance Designer Painter, Photoshop)
- Experience working with Unreal Engine technology
- A creative person with an eye for details and a desire to learn new things
- A person with a sense of diligence, responsibility and active approach
- Passionate about making video games

WHAT WE OFFER:

- 1.600 – 7.000 EUR per month
- Working in stable, perspective and rapidly growing studio
- Work with experienced developers
- Friendly team of about 30 people
- Opportunity to bring your own ideas into our games
- Remote contract with long-term cooperation or employment relationship (100% work from home)
- Flexible working hours
- A competitive salary and performance-based bonuses
- 23 days of vacation/year
- Start immediately

**SEND US YOUR CV AND PORTFOLIO TO:
JOBS@BATFIELDS.COM**