



3D Artist

ZeroLight is seeking an experienced 3D Artist to create custom environments for our automotive projects. The successful candidate will be particularly skilled in the creation of visually stunning and photorealistic settings, with a focus on terrain texturing and lighting.

Working closely with our dedicated art teams in the UK and China, the 3D Artist will ensure that the artistic style is consistent with the defined visual style of each individual project, demonstrating a meticulous approach to detail whilst adopting creative and innovative techniques.

Working from our state of the art studio [LiveWorks](#) on Newcastle's Quayside, this role will include working in partnership with some of the biggest names in the automotive industry including Audi, Toyota and Nissan, providing visuals for our award-winning [projects](#).

You can find out more about our unique company culture at our [Life at ZeroLight](#) blog.

The Person

- 2 plus years' experience in 3D art production, preferably working within the computer games industry.
- Demonstrable experience using 3DS Max and other game art technologies.
- Experience using Unity would be preferred but not essential.
- Ability to pick up new skills and pipelines in a short time period with an eagerness to learn new software and bespoke systems.
- Experience in Substance – Designer and Painter would be beneficial.
- Strong knowledge of cutting edge shader techniques.
- Experience communicating with developers and working to strict deadlines.
- Superior creative skills with strong visual flair.

To apply for this position please send your CV and Portfolio to careers@zerolight.com

