



3D Generalist

Big Huge Games is looking for super talented 3D generalists

Our ideal candidate has strong visual design skills with an emphasis on high quality 3D asset creation in a rapid working environment and experience working and implementing in engine.

Big Huge Games is a group of veteran game makers located just north of Baltimore, Maryland, who have charted a sustained hit with mobile historical strategy title "DomiNations." We are passionate about creating top-quality games in a friendly, inclusive environment where team skills are valued as much as technical skills.

This is a full-time (40hr/week) remote position. US Residents Only

Responsibilities

- Work with Art Director/ Lead to maintain consistent look and feel
- Generate 3D environment and 3D character assets for in game and marketing use
- Art side integration and troubleshooting game assets (Including light XML hookup duties).
- Contribute to optimizing working methods and pipelines

Qualifications

- Excellent 3D art skills along with a solid understanding of game asset development
- Solid grasp of architectural, environment creation, and character creation (Modelling, texturing, rendering)
- Ability to plug in and troubleshoot art assets in engine
- Completion oriented mindset
- Solid time management skills

Bonus

- 3DSMax experience
- Zbrush experience
- Working knowledge of Unity art creation and pipelines
- Experience with RTS game development
- Interested in historical content
- Understanding of IOS/Android requirements