



SUPPORT YOUR FIRST CAREER IN JAPAN
 IT Engineer / Hotel front desk / English Teacher / Inexperience welcomed
 Make a step towards your future career

[Global Game Company] 3DCG Artist (Character, Effect etc.) Exclusive job

Japanese greeting level is also Okey

Job Information

Recruiter

j Career Co.,Ltd.

Job ID

1543389

Industry

Gaming

Company Type

Small/Medium Company (300 employees or less)

Non-Japanese Ratio

Majority Japanese

Job Type

Permanent Full-time

Location

Tokyo - 23 Wards, Minato-ku

Train Description

Yamanote Line Station

Salary

3 million yen ~ 12 million yen

Work Hours

10: 00-19: 00 60 minutes break

Holidays

Saturdays, Sundays, national holidays Summer & Winter vacation..

Refreshed

January 9th, 2026 08:01

General Requirements

Minimum Experience Level

Over 3 years

Career Level

Mid Career

Minimum English Level

Basic (Amount Used: English usage about 10%)

Minimum Japanese Level

Daily Conversation

Minimum Education Level

Technical/Vocational College

Visa Status

Permission to work in Japan required

Job Description

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The scope of the position can range from amongst the following, taking into consideration your aspirations, skills, and experience.

Character design, 3D character modeling, skinning, texture creation, background design, background asset creation (creating models, UVs, textures, etc.), adjustment shaders, LOD, destruction, and animation settings, other types of layout, lighting, etc.

Effect design, 3D effects, texture creation, technical art, development of workflows that efficiently advance the design process and production pipeline, research on existing/new technologies, collaboration with programmers, tool-based analysis, support for solving technical problems.

Required Skills

Required

3 years experience of working in the gaming industry.

People who have experience in game development and can push the limits of technology and specifications.

People who have the skills to solve problems in game development and can continue to improve.

People who have excellent communication skills, a good understanding of art direction and the game world.

Welcomed

Work experience, management experience and knowledge related to field (or aspiring field)

Experience in using various tools related to the field in charge

Concept art production experience

Company Description