[Global Game Company] 3DCG Artist and Animator, Rigger 👍 独占求人

Japanese greeting level is also Okey

募集職種

人材紹介会社
株式会社 j Career

求人ID
1543484

業種
ゲーム

会社の種類
中小企業 (従業員300名以下)

外国人の割合
外国人 少数

雇用形態
正社員

勤務地
東京都 23区, 港区

最寄駅
山手線、　浜松町駅

給与
300万円 ~ 1200万円

勤務時間
10: 00-19: 00 60 minutes break

休日・休暇
Saturdays, Sundays, national holidays Summer & Winter vacation..

更新日
2025年06月03日 11:17

応募必要条件

職務経験
1年以上

キャリアレベル
中途経験者レベル

英語レベル
ビジネス会話レベル (英語使用比率: 25%程度)

日本語レベル
基礎会話レベル

最終学歴
専門学校卒

現在のビザ
日本での就労許可が必要です

募集要項

Job Description

Job Description

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

3D Character Artist : In any of the 3D high-end action game development projects, you will create 3D models of characters such as people and monsters, as well as weapons and costumes.
The art style varies depending on the project, but there are a wide range of projects from our original IP to major domestic and international famous IP projects, and you will have a chance to be involved in a wide range of styles from realistic to stylized.

3D Effects Artist : 3D effects, Involved in the production of in-game and cut-scene effects for any of the 3D high-end action game development projects.

After creating textures, models, simulations, and other materials, we will incorporate them into the effect data on the engine (Unreal Engine 5) while taking optimization into consideration.

The art style varies depending on the project, but there are a wide range of projects from our original IP to major domestic and international famous IP projects, and you will have a chance to be involved in a wide range of styles from realistic to stylized.

3D Background Artist : Responsible for the creation of in-game 3D backgrounds for any of the 3D high-end action game development projects.
In addition to modeling and sculpting of buildings and small objects, we also create textures, layout, lighting, optimization, collision adjustment, etc.
The art style varies depending on the project, but there are a wide range of projects from our own original IP to major domestic and international famous IP projects, and you will have a chance to be involved in a wide range of styles from realistic to stylized.

Modeling using Maya, ZBrush, SubstancePainter/Designer, UnrealEngine5, etc.
 Modeling
 Sculpting
 Texturing
 Layout of background assets based on level design
 Lighting and post-effects settings
 Collision correction
 Collision correction ・Optimization processing, etc.

In-game animator : Create animations of people, monsters, and other characters in the game for one of the 3D high-end action game development projects.

Rigger : You will be responsible for the following duties depending on your desire and aptitude, traversing a high-end 3D action game project to be developed in UnrealEngine 5.

・Rig development using Maya and Unreal Engine
・GUI development using PyQt
・Plug-in development using MayaAPI and MatrixNode
・Tool development using Maya (Mel, Python)

* Depending on your skills, experience, and preference, you may be asked to work as a team leader.

[Duties including the scope of change
(Immediately after hiring) Game development work
(Scope of change) Duties as determined by the company

スキル・資格

Required

- Currently residing in Japan

- Japanese or English business level or above for all positions *However, if you do not have game development experience, you need to have at least daily conversation in Japanese.

3D Character Artist

Required skills

・Practical experience in character modeling using DCC tools

・Able to draw realistic style of artwork that is popular in the Japanese market.
・Experience using Unreal Engine

*Portfolio submission required
*People with no experience in the game industry are also welcome
*DCC tools available at the time of application are not required

Welcome skills
・Experience creating 3D characters in high-end game development
・Setup knowledge and experience
・Experience using Substance Painter/Designer

3D Effects Artist

Required skills

・Experience producing effects for video or games
・Experience using game engines such as Unreal Engine

・Able to draw realistic style of artwork that is popular in the Japanese market.
*Portfolio submission required
*Those with no experience in the game industry are also welcome

Welcome skills
・Experience producing high-end in-game effects using UnrealEngine
・Practical experience producing effects using Houdini, SubstanceDesigner, etc.
・A desire and design sense to pursue new expressions
・Experience as a leader, and production experience in which you can actively lead a project

3D Background Artist

Required skills

・Experience creating 3DCG using DCC tools

・Able to draw realistic style of artwork that is popular in the Japanese market.
・Experience using Unreal Engine

*Portfolio submission required
*DCC tools available at time of application are not required

Welcome skills
・Experience creating 3D backgrounds in high-end game development
・Experience using Substance Painter/Designer
・Knowledge of 3D action games

In-game animator

Required skills

・Hand-made in-game 3D animation created with Maya

・Able to draw realistic style of artwork that is popular in the Japanese market.

・Experience using Unreal Engine 5 or 4

*Please submit a demo reel. No camera direction is preferred
*No experience in the game industry is also welcome

Welcome skills

・Work experience in fighting games or action games

Rigger Required skills
- Practical experience with DCC tools and game engines used in each job
- Technical knowledge of UnrealEngine

*Not limited to game development experience. Experience in other industries such as video is also welcome
*Nationality and age do not matter

Welcome skills
- Knowledge of DCC tools such as MotionBuilder and 3dsMax

会社説明