

PR/096057 | 3D Modeler

募集職種

人材紹介会社
JAC Recruitment Vietnam Co., Ltd

求人ID
1603092

業種
ITコンサルティング

雇用形態
正社員

勤務地
ベトナム

給与
経験考慮の上、応相談

更新日
2026年11月10日 19:00

応募必要条件

職務経験
3年以上

キャリアレベル
中途経験者レベル

英語レベル
基礎会話レベル

日本語レベル
無し

最終学歴
短大卒： 準学士号

現在のビザ
日本での就労許可は必要ありません

募集要項

Company Overview
A company in the game development industry is hiring for a 3D Modeler position. This is an exciting opportunity for experienced 3D artists who are passionate about creating high-quality character and environment assets for game projects. The role offers the chance to work in a collaborative and professional environment where creativity, technical expertise, and continuous improvement are highly valued.

Job Description

- Create 3D models for characters and costumes, including 2D texture creation and skin setup.
- Develop 3D models for background maps and environmental props, along with related 2D textures.
- Produce high-quality game assets that meet technical specifications and project requirements.
- Adjust and optimize 3D data based on technical documentation when required.
- Collaborate closely with team members to maintain and improve asset quality.

- Support project goals by delivering modeling work efficiently and according to production standards.
- Perform other assigned tasks as directed by the supervisor.

Qualifications

- Minimum 4 years of professional experience in 3D modeling.
- Practical experience creating character models and environment assets for mobile games, PC games, or console games.
- Proficiency in Maya. Experience with 3ds Max is acceptable, but final production data will be created in Maya.
- Hands-on experience with Photoshop and ZBrush
- Experience working in Realistic Style or Hand-Painted Style projects.
- Ability to understand technical specifications and modify 3D assets accordingly.
- Strong communication and collaboration skills.
- Proactive mindset with a passion for problem-solving and quality improvement.
- Strong sense of ownership and responsibility in project delivery.

Preferred Qualifications

- Experience with Substance Painter.
- Experience using Unity or Unreal Engine.
- Experience creating high-polygon character models and environment props.
- Experience converting high-polygon assets into low-polygon models.
- Knowledge of scripting languages such as MEL, Python, MAXScript, or JavaScript.

Benefits

- 13th-month bonus.
- Quarterly performance recognition bonus.
- Celebration allowance for birthdays and other significant life events.
- Company events, parties, and gifts during special occasions.
- Pantry area with a wide variety of snacks and weekly Happy Friday activities.
- Annual salary review.
- Professional, open, and friendly working environment.
- Annual health check-up at a Japanese hospital, with discount programs available for employees' family members.
- Modern working equipment with dual-monitor setup.

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会社説明