



3D GENERALIST / ANIMATOR

JOB DESCRIPTION:

Our ideal candidate is an artist who is a true 3DS Max generalist. Someone who is highly creative, can multi-task and works well with production deadlines. The candidate must have strong Modeling, Animation, Rigging, and Lighting skills, and be versed in current rendering technology. The artist will create a wide variety of Models for Architecture, Characters, Props, Vehicles, and General Organic elements for the type of Medical Illustrations and Accident Reconstructions that our firm is known for. This person must thrive on working together with a small team where every member is involved throughout the production process. We believe that a small, focused, and dedicated team of talented people can create amazing work.

RESPONSIBILITIES:

- Create high quality 3D characters, environments, and props that complement the Art Direction and style desired by the client
- Create detailed, accurate animations of characters for our scenes
- Work with art leads and designers to plan, layout and execute the vision
- Artists must be able to work independently or in small groups to trouble-shoot and provide solutions to production issues related to asset creation and world building
- Ability to work in observance of the project budget and schedule, while remaining capable of adapting to shifting priorities
- Collaborate with Project Managers and fellow Animators to maintain an efficient and successful production process.

REQUIREMENTS AND QUALIFICATIONS:

- BA, BFA or an equivalent professional certification
- 5-6 years of experience with 3ds Max as a Generalist
- Possess strong 3D modeling/texturing skills using 3ds Max.
- Possess strong character/vehicle animation skills using 3ds Max.
- Must be proficient at using Adobe products. (i.e., Photoshop, After Effects, Premiere Pro)
- Ability to work well under pressure.
- Possess the ability to quickly learn and adapt to art and production (not sure what this means)
- Must respond well to criticism and feedback.
- Excellent communication, interpersonal and organizational skills
- Self-motivated individual with a willingness to continue to learn
- Strong portfolio showcasing your most recent work

DESIRED SKILLS:

- Character Rigging with CAT
- Lighting and rendering with Vray
- Knowledge of 3ds Max Particles and Dynamics
- Experience with Z-Brush or Mudbox is a plus
- Experience with Mari is a plus



DK Global provides animations, medical illustrations, videos, and mobile app solutions for trial attorneys. This industry is challenging, high paced, and exciting. DK Global is an equal opportunity employer and offers medical, dental, and vision insurance (employer co-sponsored), one week of vacation, six paid holidays per year, and sick time pay.

Salary: \$90,000 - \$120,000 per year

Schedule: 40+ hours per week

Job Type: Full-time