



3D Artist - Vehicles - remote

We are looking for a motivated and skilled 3D Artists to join our Art team. You will get the chance to implement your own ideas, work together with an international team of artists and developers, and, most importantly, actively contribute to the look of the finished game.

Major Responsibilities

- Creating fully detailed fictional vehicles
 - Example vehicle: <https://www.youtube.com/watch?v=2XVszQD53tw>
 - Dev blog: <https://blog.beamng.com/new-vehicle-reveal-the-cherrier-vivace>
- Producing high quality assets, both technically and artistically
- Improving and optimizing existing assets
- Creating additional content for existing vehicles
- Creating textures and setting up materials for in-house engine
- Working with technical requirements and specific workflows to match assets with general art direction of the game
- Work together and communicate closely with vehicle department and other team members

Essential Skills/Background

- A strong, online portfolio demonstrating recent and high quality work
- Experience in creating high quality digital automotive assets from modeling to texturing
- Experience with creating assets for both Spec/gloss and PBR renders
- Great understanding of vehicles engineering
- General understanding of how mechanical components works
- Very good skills in Blender and/or 3DS Max
- Very good skills in Substance painter and/or Substance Designer
- Strong English skills (written and verbal): All communication will be in English

Additional Skills/Background

- Be a car enthusiast and have a passion for car development and automobile history

What we offer

- Small team, short communication channels
- Remote work with flexible working hours

How to apply

Salary is dependent on experience. We are an equal opportunity employer and encourage applications from candidates of diverse backgrounds. Our multinational team is based both at our office in Bremen, Germany or works remotely from locations around the world. More information about BeamNG GmbH can be found at: <http://www.beamng.gmbh>

To apply, please email your CV to jobs@beamng.gmbh and include a link to Art-Station or similar, highlighting your previous work experience.

About the company

BeamNG GmbH is a state-of-the-art company with a focus on soft-body physics engineering. BeamNG.drive is our most popular product which is widely available for entertainment and simulation purposes. The game can be purchased on Steam: <https://store.steampowered.com/app/284160/BeamNGdrive>



We are an international indie gaming studio with a diverse team of over 50 people. Our main office is based in Bremen, Germany, while many talented people work with us from all around the globe. We consider our employees to be our most valuable assets. We are looking for motivated and passionate people to join our growing team.