Hard Surface Concept Artist

Hybrid Position - HO/Warsaw Office - Villa Metro Wilanowska

SKY ENGINE AI is an Artificial Intelligence company headquartered in London, UK serving blue chip Forbes 100 companies. We help Enterprises solve their data and machine learning vision AI tasks in the era of AI-driven business transformation. SKY ENGINE AI is empowering companies across multiple industries. This is a chance for you to get in on the ground of an exciting AI venture working with the state-of-the-art technologies of synthetic data simulations, generative AI, digital twins, and metaverses.

Here's what you will do on a day-to-day basis:

- Creating high quality and well optimised hard surface models (high/low poly),
- PBR texturing,
- Preparing substance assets (Substance Designer .sbsar files),
- Proactively communicating with the rest of the team & being open to constant feedback.

Here's the background we'd like you to have:

- At least 3 years of experience in low and high-poly modelling,
- Experience with procedural modelling,
- Experience in modelling architectural objects,
- Experience in modelling hard surface objects,
- Good knowledge of Substance Painter (or openness to learn),
- Knowledge of PBR texturing
- Experience with 3D packages (Houdini, Blender),
- Attention to detail & a sense of aesthetics with a keen eye for composition, shape, colour theory, light, value, and detail
- Good English skills - necessary for general communication, comprehending briefs, and executing tasks.

Nice to have:

- Rich portfolio with a lot of HS assets,
- Experience with Houdini,
- Knowledge of modelling mechanical objects,
- Experience with modelling vehicles.

Our Office & Benefits:

- Sport subscription
- Training budget
- International projects
- Modern Office, no dress code & young team
- Bonus Policy
- More coming

If you are ready for a new challenge then please drop us an email at: **katarzyna@skyengine.ai**