



Character 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.

Day-to-day responsibilities:

- Creating top-quality character-related models and textures (from prototype to optimization)
- Designing clothes and characters
- Collaborating with Tech Art and Engineering Team in planning and implementing our art pipeline
- Working closely with the CG Lead to drive and maintain the artistic vision of a project
- Working creatively and willingly with the feedback
- Maintaining the production pipeline and meeting deadlines

Required Qualification:

- Experience in 3D as a Character Artist
- Specialization in organic forms - mainly humans and clothes
- Strong modeling and texturing skills
- Very good understanding of human form and anatomy
- A high level of expertise in tools for modeling (**Blender**, ZBrush, Marvelous Designer, Substance Painter, and similar software)
- Very good English, both spoken and written

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