



Production Club is an international, specialized team of multidisciplinary individuals who design and produce music-based parties, shows, and experiences worldwide.

3D Hard Surface Modeler (Cinema 4D) / Render Artist (Octane) Wanted

We are seeking an experienced 3D modeler with deep knowledge of lighting and rendering, and a strong sense for space and architecture.

Start: IMMEDIATELY
Duration: 2 - 3 weeks

Responsibilities

- Model, texture and render furniture, scenic, and architectural assets from a variety of references including sketches, photos and plans.
- Ensure consistency and quality across a large volume of assets.
- Report project status to team leads and peers as needed or requested.

Skills

- Proficient in Cinema 4D
- Proficient in Octane
- UV mapping and texturing
- Proficient & comfortable with the Adobe suite (specifically Photoshop & Illustrator)
- Superior eye for lighting, color, composition and detail
- Must be able to take direction and follow standardized processes
- Capable of performing well in high volume, fast paced production environment
- Detail-oriented and highly organized
- Strong formal and informal, written and verbal communication skills

Preferred Qualifications

- Experience working in UE4 Gaming engine
- Experience working in Blender
- Experience working in Substance Painter
- Experience working in Deadline (render farm management)

How to apply...

Email us with your resume & portfolio at: jobs@productionclub.net