Job Title:
Technical 3D Artist

Location:
Italy (Udine); Hybrid work >= 3 days per week onsite

VI-grade is part of HBK's Virtual Test Division, which provides real-time software, simulator, and hardware-in-the-loop solutions to virtually test products throughout the development cycle, helping companies accelerate innovation, reduce physical prototypes and time-to-market, and improve their competitive advantage.

Our real-time simulation and professional driving simulator solutions include static deskside solutions, through to full-scale driver-in-the-loop dynamic simulators. We deliver turnkey solutions to enable transportation industry OEMs, suppliers, research centers, motorsport teams and universities to accelerate product development. This includes supplying proprietary software, hardware, services, and an open framework for customization.

Virtual Test employs 250 highly skilled colleagues worldwide, and has offices in Germany, Italy, France, UK, China, Japan, and the USA, as well as a broad network of worldwide channel partners.

We are looking for a talented and experienced *Technical 3D Artist* to join our team. Your primary focus will be on creating high-quality, low poly 3D models and textures, using software such as 3ds Max or Blender. You will also need to have a strong understanding of Unreal Engine, as you will be responsible for integrating 3D assets into the game engine.

Primary Responsibilities:
- Create high-quality 3D models and textures, with an emphasis on low poly modeling techniques
- Use 3ds Max, Blender, and other relevant software to develop 3D assets
- Implement texture baking processes to optimize asset performance and visual quality
- Collaborate closely with the development team to ensure seamless integration of 3D assets into Unreal Engine
- Troubleshoot and resolve technical issues related to 3D assets and Unreal Engine

Qualifications:
- Proven experience in low poly modeling and texture baking
- Proficiency in 3D modeling software such as 3ds Max and Blender
- Strong knowledge of Unreal Engine
- A passion for staying updated on the latest industry trends and technologies

Preferred Qualifications:
- Experience in coding tools and plugins for various 3D software applications
- Previous work on interactive and real-time 3D projects

- C++ Programming
- Familiarity with UI development in Unreal Engine
- Familiarity with virtual reality (VR) or augmented reality (AR) development

To Apply:

Go to https://spectris.wd3.myworkdayjobs.com/HBK_Careers/job/Tavagnacco-IT/Technical-3D-Artist_12746-1