

3D Artist

About us

- Enduvo is an intuitive and immersive content authoring and distribution platform that improves the speed, comprehension, and application of information to enable greater understanding and faster growth.
- Every day, we transform the world through a fearless pursuit of what's possible. We defy convention and are powering a movement against mediocrity. We enable thought leaders and their beneficiaries to thrive together.
- Enduvo is an immersive medium creating the possibility for a complete transformation of those who tap into its potential. It's where opportunity and growth are available to anyone with the aptitude and ambition to make an impact.
- Our no-code, intuitive AR/VR content authoring and delivery platform rapidly transforms all subject matter experts into masterful, experiential instructors.
- We allow anyone to quickly create, share, and experience powerful immersive training, anywhere.
 Interactive, immersive content is instantly shared and accessed anytime, anywhere in VR headsets or on PCs, laptops, or tablets.
- We work with the main industries: Military, Health, Industrial, and Education. Some important clients are the US Airforce, Boeing, The NIH (National Institute of Health), and OSF Healthcare

Would love to have you join us for the ride!

Watch us in Action!

- https://www.youtube.com/watch?v=O6ZHxC6I2ZA&ab_channel=Enduvo
- https://www.youtube.com/watch?v=iNfRHgW_Sk8&ab_channel=Enduvo

About this awesome position:

We are looking for a talented and motivated professional to join our founding team and assume responsibility for aiding in the creation of the artwork for our VR experiences. To create immersive content, you will collaborate closely with the rest of our multidisciplinary team, designers, developers, producers, and product managers to develop an amazing immersive experience that enables audiences to explore, learn, and access information through immersive platforms such as AR and VR.

If you are passionate about immersive technologies and enjoy working with creative and driven teams, please join us in our journey!

You'll tackle these responsibilities:

- Develop the artwork style, tools, processes, and workflow for the items while adhering to them.
- Create realistic, game-ready, optimized art that is appropriate for VR runtime.
- Collaborate with the team to assess the aesthetic specifications and offer workable solutions.
- Participate in SCRUM and agile development
- Partner closely with the engineering and design teams to define and develop prototypes and polished content in Unity
- Oversee and manage layout, implementation and optimization of environment and interactive objects (including models, textures and shaders).
- Asset optimization -- topology reduction, draw call reduction, texture baking, etc.
- Work closely with engineers to implement interactive objects and systems.
- Quickly solve issues with your cross-functional peers.
- Collaborate and iterate based on the team's needs.
- Demonstrate broad technical expertise to assist in a wide variety of technical and artistic tasks.
- Demonstrate strong time management and prioritization skills.
- Work with stakeholders and design leads to understand project needs and translate them into objective-driven designs and 3D assets
- Develop aesthetically pleasing and optimized 3D models that are technically accurate and/or stylized, while actively participating in technical and artistic problem solving

Your skills for the team:

- 3+ years of experience in either AR/VR or the game industry as a 3D artist.
- Experience communicating in a multi-disciplinary team, including engineers, artists, and designers.
- Understanding of the Unity development pipeline and/or Git version control tools
- Knowledge of 3D modeling and asset creation packages like Maya, Zbrush, or Blender
- Time-management and organizational skills.
- Task-driven, self-motivated, proactive & works well under deadlines.
- Generalist knowledge in skills such as modeling, texturing, lighting, physics, and particle systems.

- Experience thriving in a dynamic and fast-paced environment.
- Expert knowledge of materials creation and environment lighting within Unity
- Experience with Substance Designer/Substance Painter and material workflows
- Skilled at balancing art quality and performance optimizations
- Strong understanding of composition, materials, color, and lighting
- Be a self-motivated team player with a positive attitude and strong work ethic
- Must have portfolio link on resume
- Hard surface and realistic anatomical asset examples are required; environment and lighting work is a plus.
- Comfortable modeling and texturing of internal organs, bones, muscles, and other tissues, as well as familiarity with the necessary reference sources.
- Current familiarity with the newest 3D art tools and methods, such as PBR shaders, physics simulation, and real-time game engine optimization

Bonus points:

- Animation
- Virtual reality experience.
- Experience creating textures and materials in Substance.
- Look development experience.
- Experience working in a variety of visual styles.
- Experience to locate and resolve content and asset performance bottlenecks through investigation and content optimization.
- Shader development experience.
- Experience in layout and level design.
- Experience integrating and testing art assets in Unity
- Experience lighting interior and exterior environments in Unity
- Experience in level art (designing, building, and maintaining a complete Unity scene) and cohesive integration of 3D assets from multiple sources
- Experience in high- and low-poly modeling, and asset optimization within real-time engine constraints
- Ability to work from concepts and images to produce accurate and consistent models

Why join us?

Besides transforming the world through a fearless pursuit of what's possible, we also offer:



Remote positions - great balance with your personal life!

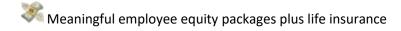


An unlimited vacation that we encourage you to take



Great family-friendly medical, dental, and vision insurance plans

An open and transparent culture that supports ownership and growth



We are seeking ambitious and talented people to join our team so that we can together create the future!

Interested in this challenge? Apply via: work@enduvo.com

Note:

- -We are interested in every qualified candidate who is eligible to work in the United States. However, we are not able to sponsor visas at this time.
- -Enduvo is an Equal employment opportunity and Affirmative Action employer.
- -We value diversity and are committed to providing an environment of mutual respect.
- -Qualified applicants will receive consideration for employment without regard to race, religion, color, national origin, age, sex (including pregnancy, childbirth, or related medical conditions), medical history or condition, gender identity and/or expression, sexual orientation, marital status, veteran status, status as an individual with a disability, or any other status protected under federal, state or local law.

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