

Job Info

Company: Protex Group LLC. Website: www.oneprotex.com

Title: 3D Modeler - Contract

Type: Fixed term contract, 2-4 months, 20-40 hours per week, with possibility of extension or renewal.

Pay: \$25-30/hour (USD)

Location: Remote

Start Date: ASAP

Job Brief

We are looking for a skilled 3D modeler to join our growing team here at Protex. As a modeler, you'll be responsible for improving, optimizing, and creating models related to vehicles and vehicle accessories, to be used in our interactive AR vehicle builder tool. For that purpose, we're looking for someone with strong skills in 3D modeling, materials, and animation in the Blender 3D software, as well as strong organizational skills.

If you are skilled in 3D art and are looking for an opportunity to join a positive team and contribute to an exciting goal, we want to hear from you!

Responsibilities

- Processing pre-made 3D models to prepare them for web use, including creating materials, making modeling adjustments, optimizing models, and adding animations and UVs where needed.
- 3D modeling vehicle accessory products and vehicle elements from scratch using reference, including assigning materials, creating animations, and using efficient techniques to minimize vertex count.
- Creating and using PBR materials for a wide range of accessories and models
- Testing, troubleshooting, and solving problems with models for export to target application, especially optimization for performance and memory usage
- Maintain organized and efficient workflow, ensuring that items are labeled and stored correctly based on established conventions
- Communicating effectively with team members, to ensure that projects meet requirements

Requirements

- Proficiency and experience in the Blender 3D software and interface, and ability to work quickly and efficiently within the program
- Skill in 3D modeling, particularly in optimized models for mobile or web applications

- Knowledge of 3D topology, especially as it relates to creating and editing models optimized for clean shading and low vertex counts
- Good overall understanding of materials and other data types within Blender
- General knowledge of animation/rigging within Blender
- Strong skill in researching and compiling accurate reference and information

- **A portfolio or reel** showing previous 3D modeling work is required
- **Potential hires will be required to complete an art test** - Paid, approximate time frame of around 4h

Nice To Have

- Experience in vehicle modeling
- Prior experience with the Google suite (Drive, Gmail, Sheets)

Software

- Blender
- Substance Designer (or other texture creation software/workflows)
- Google Drive/Google Sheets (nice to have)

Submitting your application

- Please include a link to a 3D modeling **portfolio** and/or demo reel in your application
- Please include a **resume** in your application
- All applications should be sent to tali@oneprotex.com