

Junior Game Artist



About Us

Pixelmolkerei, is one of the world's leading companies developing and producing high-end visualizations, virtual- augmented and mixed reality content for professional education and marketing in the medical field. Our headquarter is located in Chur (Switzerland), our subsidiary named **Pixel Dairy Production Inc.** is located in Montréal (Canada).

Job Summary

We are looking for a candidate with excellent digital painting/illustration and visual design skills. You'll work with our passionate team game designers and 3D artists. You will create exciting art for our featured products and marketing content.

You would be responsible for the following:

Create imagery and animations for print and digital media such as VR/AR and Mixed Reality

Requirements:

- Create exceptional digital illustration and concept art
- Utilize keen imagination and visualization skills
- Demonstrate a great understanding the latest industry-leading creative software: Photoshop, Illustrator, and Maya. Huge plus of Unity
- Create in-house announcement images for game features, menu systems, in game displays & layouts

Desirable Skills:

- Create photorealistic textures/shaders

Bonus Skills:

- Knowledge in Unity3d
- Knowledge/experience of UI/UX principles

You

- Passion for making a game visually appealing and fun to play
- Excellent drawing and illustration skills
- Strong knowledge of game production tools: Maya, Photoshop, Illustrator
- Ability to model & animate in Maya
- Skills in digital illustration, character design, basic animation & graphic design
- Great verbal/written communication with designers, and engineers
- Can-do attitude

Required language: English, German

Job Location: Chur

Job Type: Full-time

This full-time position is located onsite in our office in Chur, Graubünden. Only the selected candidates with proven background with Maya will be contacted. Please note that you may be asked to provide references. Unfortunately, candidates desiring relocation or virtual work will not be considered at this time.

Must be eligible to work in Switzerland. Candidates with Swiss/EU Passport are preferred, due to Swiss working visa restrictions.

To apply for this position please email your cover letter and CV with link to your reel and reel breakdown (technical and visual) of your recent and/or past TD work to: laraine@pixelmolkerei.ch