

3D artist for Engine and Game development

Since 2011 we (two students in computer science) work besides our studies on the *i6engine*, an event based, multithreaded C++ game engine for Linux and Windows with many features (physics, network, 3D graphics, scripting in lua and python, some RPG features). Based on it we have some really good working game prototypes. The engine shall be usable both for newbies and professionals. It's use shall be really simple and powerful at once and will offer different submodules for different genres (RPG, shooter etc), so a game developer just has to insert content

<http://clockwork-origins.de/en/i6engine/features>

Besides the engine we have two really advanced game projects: a 3D tower defense and an arena fun racer.

To be able to complete both the engine and the game projects in good quality within an appropriate time we need support, especially in the graphics section.

Tasks:

- Creation of different 3D models for sample application for the i6engine and the game projects (buildings, vegetation, items etc.)
- Creation of level meshes
- Creation and animation of characters and monsters

Requirements:

- Basics in a 3D program such as Blender or 3D Studio Max
- Creativity and fun when creating 3D graphics
- Knowledge in texture creation is an advantage

What we offer:

- Possibility to participate in a real game development and learn a lot about game development
- Possibility to realize own ideas: both in existing projects and later on in complete own games
- Free time management and a friendly team

More informations:

<http://clockwork-origins.de/en/general/jobs>

Applications or questions to:

contact@clockwork-origins.de