Lead 3D Modeler

We are seeking a Lead 3D Modeler for our Assets Team. If you have 2-years or more (more preferred) "professional" experience modeling **and** are willing to relocate **or** you already live in the Green Bay area, we want to meet you and see your work. If you pride yourself as an independent self-starter who possesses initiative, pride, and strong work ethic, then you will fit right in. You must be resourceful, with an ability to pick up new skills and processes quickly. ReadySet modelers; at any level, are required to provide creative and original solutions to solve our client's needs. As a Lead Modeler for ReadySet you are modeling products and recreating retail environments (grocery, drug, mass, convenience stores). You must be comfortable in a fast paced and relaxed environment, being able to hold yourself to deadlines and goals. Our modelers work within a Cinema 4D & Blender environment and are responsible for conceptualizing, developing, creating, and rendering a full range of low poly 2D & 3D products optimized for game engine delivery. Check us out at readysetvr.com. The Lead 3D modeler works directly with the Director of Assets and VP of Assets to establish new workflows and standards that lay the groundwork for the modeling team to follow. The Lead 3D Modeler manages the 3D modeling process for the team and ensures people have the direction and modeling techniques needed to finish projects assigned to them within the given deadline. The Director of Assets manages the overall workflow and direction of the department while the Lead 3D modeler specializes in modeling/texturing development and education for the team.

We are interested in meeting you if:
You…

- have experience modeling objects in Cinema 4D (C4D) - Show us your work.
- have talent in Low-Mid poly (game) modeling & UV work.
- have an eye for polygon flow.
- have experience in retopology.
- have a strong interest in VR.
- ask questions to determine direction.
- accept constructive feedback.
- enjoy working alongside colleagues and external consultants.
- are organized and self-motivated.
- work effectively to meet tight deadlines when necessary.

RESPONSIBILITIES
A 3D Modeler, at any level, is expected to perform a variety of duties, including but not limited to:

- Recreate everyday Consumer Packaged Goods and appliances in 3D using provided textures.
- Recreate retail environments from source photos.
- Unwrapping UVs to fit captured textures.
- Utilize current photogrammetry and 3D scanning workflows and make improvements as needed.
- Retopologize hi-res scans down to low-mid poly models.
- Model/create and sketch ideas, both in 3D and 2D (paper).
- Work with the Director of Assets to organize and plan for the team each week.
- Texture capture and preparation (cropping and retouching images).

QUALIFICATIONS & SKILL REQUIREMENTS

- Degree in Graphic Design or Media Arts with concentration in 3D Modeling or related multimedia design discipline.
- Minimum of 2-3 years' experience in a low-mid poly modeling role.
- Proficiency in Cinema 4D (minimum of 2-years' experience, more preferred).
- Functional familiarity with Adobe Creative Suite, particularly Photoshop.
- Strong conceptual and communications skills.
- Competency in delivering ideal scale, lighting, and perspective in your 3D work.
- Experience in modeling of environments, scenes, assets, products, and packaging, both existing and conceptual.

Bonus Points If you…

- Have experience in asset creation for Unity/Unreal.
- Experience and knowledge with Python scripting.

APPLICATION REQUIREMENTS
To be considered and reviewed for this opening, submit the following to ReadySet's HR Director, Carrie Mueller: carriem@readysetvr.com

1) **Cover Letter** introducing yourself, explain why you are the best candidate for this position and any salary or other expectations you seek. Be sure to reference your digital portfolio and provide explanations on the skills you hold related to this opening.
2) **Resume or CV** showing your qualifications and your skills we seek.
3) **Digital Portfolio** or website showcasing your 3D Modeling skills. We will not consider any application with no viewable portfolio or website link showing 3D modeling work representative of the candidates' skills and abilities.
4) **Must Answer the following application questions:**
   - How many years of "professional/ non-school project" 3d modeling experience do you have?
   - How many years of Low poly modeling experience do you have?
   - How many years of modeling in Cinema 4D experience do you have?
   - How many years of Python scripting experience do you have?
   - How many years of Unity/unreal experience do you have?
   - Are you able to work on-site/in-office in De Pere, WI 54115?

Applicants have rights under Federal Employment Laws
Family and Medical Leave Act (FMLA)- https://www.dol.gov/general/topic/benefits-leave/fmla
Equal Employment Opportunity (EEO)- https://www.eeoc.gov/employees/
Employee Polygraph Protection Act (EPPA) - https://www.dol.gov/agencies/whd/polygraph