



Character Modeler

Requirements:

- Modelling skills in Maya&Zbrush.
- Experience with Characters.
- Retopology skills with characters and props.
- UV mapping skills. Used to work with different topologies.
- Clean topologies and modelling required.
- For non EU residents it is mandatory to have a valid work-permit

Location: 23lunes Barcelona Studio





Character Animator

Requirements:

- Levels: Mid or Senior
- Used to work under tight deadlines maintaining high quality work.
- Maya based
- Cartoon and realistic styles
- For non EU residents it is mandatory to have a valid work-permit
- Inhouse or Remote
- If you are a talented and brave Junior take your chances too





Shading Artist

Requirements:

- Levels: Junior/Mid/ Senior
- Work with UV's and UDIMS
- Shading in Maya Arnold
- Experience with Substance and Photoshop (Mari is a BIG plus)
- Used to work under tight deadlines maintaining high quality work.

Location: 23lunes Barcelona Studio [No Remote]

