



Massive Black Inc. (www.massiveblack.com) is a premier game development and outsourcing studio. Our high profile talent, with a proven track record in both film and games, has worked with an impressive group of clients. Companies like Flagship Studios (The founders of Blizzard North), Neversoft, id software, Sony, Nvidia, 3d Realms, Wideload Games (The founders of Bungie), Acclaim, EA, Activision, Ion Storm, and Factor 5, have come to us for help on their AAA video game titles and movies. Their needs have been assisted in conceptual design, cinematics, 3d asset development, animation, high-end illustration, texture work, consulting, and art direction. These important clients do business with Massive Black Inc. because we provide next-generation assets and aesthetics that are unparalleled.

Texture Artist

We are currently looking for talented and experienced texture artist with a passion for art to join our highly creative art department based in San Francisco, California. The position is a salaried and full time.

Responsibility

- Create High-Res art assets using Photoshop, Painter, DeepPaint, or Bodypaint.
- Texturing, UV mapping, bump mapping, and some modeling.
- Quickly grasp artistic vision and create high level artwork with a minimum of rework required.

Requirements

- A professional artist with a minimum of two years industry experience.
 - One or more years experience with a top tier film or games studio.
 - 3d Studio Max or Maya experience required.
 - Ability to create high quality texture maps, including Bump, and Spec Maps.
 - Efficient UV layout and model integration.
 - Self-managed and self-motivated.
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All interested candidates should submit a resume and portfolio of **non-returnable** samples on CD or DVD for consideration.

We prefer electronic delivery.

Online submissions may be e-mailed to: jobs@massiveblack.com.

Contact Info:

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