

SENIOR DESIGNER - 3D GENERALIST

Screenlife, LLC is the creator and world's leading manufacturer of DVD games, including Scene It?®, the number one selling DVD game worldwide. We are a premier licensed entertainment games company connecting people through fun! A leader in entertainment licensing, Screenlife has established thousands of partnerships with major Hollywood studios, sports leagues, and recording labels, as well as actors, athletes, and musicians. Screenlife is a part of Paramount Digital Entertainment, a division of Paramount Pictures Corporation - a unit of Viacom. For more information about Scene It?® and other Screenlife games, visit www.screenlifegames.com

The Senior 3D Generalist works together with the Creative Director to execute on the brand vision. The objective is to expand our global audience and customer engagement utilizing the most exciting animation techniques possible. This role bridges the creative and technical aspects of project delivery. This role is the force behind development and implementation of the best possible 3D design based on the needs of the project.

The ideal candidate must be well-rounded and proficient in all levels of 3D design. Artist must be able to collaborate to create results that blend his/her own creative abilities and ideas within prescribed guidelines and branding standards.

RESPONSIBILITIES

- 3D modeling
- Lighting
- Texturing
- Rendering
- Create and design images and graphics for website, video, iPhone and console applications
- Maintain product consistency from both functional and design perspectives
- Trouble shoot rendering issues
- Shift between business, creative and technical development focus depending on the project need and/or the type of project
- Rapidly produce interim deliverables (tests, wireframes, animatics) in addition to the final application
- Manage outside vendors
- Take initiative to research and learn emerging trends
- Partner with Creative Director to define engaging and user-centric experiences that are on brand and on budget

REQUIREMENTS

- 3-5 years related production experience
- Expertise in design software. (Photoshop, Illustrator, After Effects, 3DS Max)

DESIRED SKILLS

- Editing and tracking experience preferred
- Concept illustration skills a huge plus
- Extremely creative
- Solid portfolio showcasing a range of expertise and projects
- Highly conceptual
- Aware of current trends, the surrounding marketplace
- Able to bring a range of solutions for a problem to the table with minimal supervision
- Masterful in hands-on design, as well as project management
- Knowledgeable in how to work in a project pipeline
- Well versed in rapid pre-visualization and pre-production
- Excellent communication skills, both written and verbal
- Ability to thrive in a deadline intensive environment
- Manage tasks across multiple projects
- Work independently and collaboratively as a team member
- Must be proficient on Mac and PC

- Solid understanding of client deliverables, and the ability to take responsibility for them
- Has demonstrated successful design and integration, and the delivery of projects on time and within the given budget
- Positive attitude

To apply for this position, please send your resume and portfolio to recruiting@screenlifegames.com. Candidates must be willing to submit to a background investigation. Must have unrestricted work authorization to work in the United States. No agencies please. Screenlife LLC is EEO/AA Employer.