Your Job:
You like to push creativity to a next level, design beautiful 3D experiences, artwork and models? Let dreams come true and create the world of tomorrow with Mapstar.
- You lead the creation of 3D content for users to expand and re-paint the real world with our AR/VR apps
- Responsible for creation of 3D experiences, models and art to be used in our mobile app and for marketing
- Creation of multimedia animation, animation designs, effects, rigs/skeletons and inverse kinematics
- Optimizing 3D models (low poly)
- Mesh generation, (re-)topology and texturing

Your Know-how:
- Here you can bring in all your strengths and create something new every day! For this we are looking for independent team players who take responsibility, think outside the box and for whom no challenge seems impossible.
- Experience with 3D modelling, meshing, mesh (re-)topology, texturing and 3D renderings
- Experience with Blender, 3DS Max, Maya or similar
- Experience with different file formats like OBJ, FBX, USD, Alembic, GLTF2/GLB, PLY
- Experience with Unity3D and AR/VR is a plus
- B.A./M.A. in 3D Art or similar areas

Your Benefits:
- Become part of a team full of energy and the spirit to break existing rules and make really new things possible.
- Bring in your ideas and abilities, take responsibility early and grow together with us. We have big goals
- Flexible workplace - adapted to your needs
- Flexible organization of your working hours
- Regular team events
- Exciting environment in a fast-growing startup
- Lots of creative freedom
- Direct and open feedback to learn quickly and develop yourself

Join us now!
team@mapstar.io