



Senior 3D Artist (f/m/d) - Print

As Senior 3D Print Artist, you are creative, passionate, flexible and independent in your approach to working in CGI. You have a background in lighting and automotive for imagery creation and love to take the creative challenge to develop images in collaboration with photographers and agencies always with the goal to push the visual quality further.

With creative flair, originality and strong visual sense you work closely in a team to fascinate your clients with work that touches them emotionally.

What will your role be?

- Collect rough ideas and input from clients and internal stakeholders to **create innovative ideas**
- Sell creative solutions and ideas to the client and **guide them through the creative process** of CGI based image asset production
- Create **visually stunning and photo-real** output for high-end Advertising projects by collaborating with fellow artists and producers as a team
- **Create concepts / styleframes / moodboards** for image series, movies, looks, configurators or other visual solutions
- Voice project related **show stoppers or concerns in time**
- **Address production needs** to relevant stakeholders (techniques, tools, training)
- Supply 3D based assets by **building up a 3D Model** (based on CAD Data or other) for Media related production
- Create and adjust **camera composition**, create test renderings for client sign-offs
- Set up the **final rendering** – testing output channels (Photoshop Pre-comp) – render farm management

Your key success factors

- At least 5 years previous **experience in Lighting and Rendering for print/ image creation**, animation production experience is a benefit
- Extensive experience in **Lighting photo-real CG** in Maya and VRay
- Ability to troubleshoot and **solve problems independently**
- Monitor **market trends** and technical development in order to keep skills up-to-date and transfer it into production
- Ensure highest possible visual consistency and quality over all media outputs created
- Deliver high visual quality in time and meet deadlines under pressure

Contact

Join us and take on new challenges in your career! We are looking for exceptionally talented technical and creative professionals, who strive for highest possible visual quality in our 3D print production. Interested? Send us your application documents and work examples to: 3DEXCITE.Emea.Jobs@3ds.com

Dassault Systemes 3DExcite GmbH
Lola Warnecke
Human Resources
Rosenheimer Strasse 145
Germany - 81671 Munich
www.3dexcite.com



Teamlead (f/m/d) - 3D/2D Production

In this position you will be part of FLAVOR3D, our creative department specialized in high-end CGI based still images and film productions with a strong focus on the automotive industry.

In this role you lead our print production team of 3D, 2D and retouch artists and manage them on a daily basis. As Team Lead you define and trigger the personal and professional development of your team, provide direction in ongoing projects and actively support the further optimization of our production pipeline, processes and output quality.

What will your role be?

- Actively contribute to achieve FLAVOR3D's **quality and servicing standards**
- Define your team's **personal and professional goals** and support their fulfillment
- Coordinate **internal workloads** and support the **right project staffing** on a daily basis
- Analyze the current print pipeline and develop a **roadmap for improvements** in collaboration with our TD team
- Maintain and improve workflows in **collaboration with our R&D Department**
- Support producers and supervisors to **meet our economic goals**
- **Motivate your team** and contribute to a common spirit
- Define your **team's yearly goals** in alignment with FLAVOR3D's overall mission

Your key success factors?

- Minimum of **5 years of working experience as a 3D Artist** and ideally additionally as 2D / Retouch Artist
- Experience in the **automotive industry** is an advantage
- Deep knowledge of **CGI production processes**, terminologies and workflows
- Excellent skills in our **software packages**: Maya, V-Ray, Nuke, Photoshop, etc.
- Know-how in a **realtime game engine** is a plus (e.g. Unreal, Unity)
- Experience in **team and people management & leadership skills**
- Strong **organization and communication skills**
- Very good **English language skills**, German language skills are an advantage

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3D Realtime Artist (f/m/d) - Unity

In this role, you are part of our Experience Creation unit, which is responsible for turning pure data into amazing product experiences - not resting until they meet the customer's expectations.

As part of our team, you get involved in the creation of realtime content both offline and online for configurators and interactive visualizations for trade shows, Point of Sales systems, online configurators, etc. You will especially use your experience with Game Engines to work with Unity on our projects for our customers in the automotive industry

What will your role be?

- Create **high-end configurator systems** and VR experiences for well-known car brands
- Build and structure **realtime-capable 3D models** based on CAD data, mainly using our software 3DEXCITE DELTAGEN
- Set up **Lighting, Shaders and Animations** in Unity and 3DEXCITE DELTAGEN
- Build the logic behind our **configurators and visualizers**
- Prepare **VR/AR Experiences**
- Check the final configurator with respect to **quality and defined product correctness**
- Define **render layers** and check the renderings

Your key to success factors?

- Previous work experience in the field of **3D visualization and/or computer games**
- Educated eye for detail, along with comprehensive understanding of **principles of visualization** - light and shadow, materials, texturing, environments etc.
- Profound skills in **Unity, Maya, Max or any other 3D software** and a strong understanding of **Game Engines**
- Experience in **asset creation for realtime pipelines**
- Knowledge of Photoshop
- Preferably experience with **GI-render-engines** (e.g. Vray or Octane)
- **Scripting experience** is an advantage
- Ability to **quickly adjust** to new and different processes and workflows
- Very good **English language skills**, German language skills are an advantage

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3D Visualization Specialist (f/m/d)

We are looking for a 3D Visualization Specialist, who combines a technical affinity with an artistic eye. With your passion for 3D visualization, you get the chance to work with well-known clients from the automotive industry and get inside views into their newest and even undisclosed models and designs. Your work creates an experience for customers all over the world and therefore is an important interface between our clients - the producers - and their customers. You will become part of a long legacy of automotive visualization and will have the chance to become a specialist in creating photo-realistic assets.

What will your role be?

- Create **photo-realistic assets** for our configurator systems
- Generate **layer setups for configurators** for our well-known automotive customers
- Define **Materials and look and feel** for the product in alignment with the client's Designers and Marketing Specialists
- Assure **high visual quality and product correctness** of produced assets
- **Collaborate** closely with Product Specialists, 2D Postproduction Artists and Project Management
- Create **light and reflection setups** for cars in a studio or real environment
- Learn our software and internal workflows from our Pros

Your key success factors?

- **Passion for 3D visualization and sense of responsibility** pushing you to reach the best quality for our customers
- **Educated eye for detail**, along with comprehensive understanding of **principles of visualization** - light and shadow, materials, texturing, environments etc.
- **Interest in learning** new software and tools and the drive to proactively pursue your self-development
- **Technical mindset**, not afraid of complex workflows and also working with Excel
- Ability to **see the big picture** and think outside the box
- Good **communication skills, especially in English**, to enable you to work well in an international team

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Projekt Manager (w/m/d)

Als Teil unseres Projektmanagement-Teams bei 3DEXCITE leitest Du unsere Projekte und begeisterst unsere anspruchsvollen Kunden mit der erfolgreichen Umsetzung dieser. In unserem internationalen Umfeld mit renommierten Kunden erwarten Dich spannende, technische und interaktive Projekte und ein dynamisches Umfeld, indem Du professionelle Tools und Prozesse zur Unterstützung, aber auch Gestaltungsmöglichkeiten vorfindest.

Dabei bist Du die entscheidende Schnittstelle zwischen unseren kreativen Produktions- und Entwicklungsteams sowie den verschiedenen externen Ansprechpartnern auf Kunden- bzw. Agenturseite.

Das ist Deine Aufgabe

- Plane, steuere und setze **Projekte im Medien-/ CGI und IT-Bereich** um
- **Übernehme Verantwortung** für deine internen Projektteams und Deine Kundenprojekte
- **Analysiere** den Kundenbedarf und führe Aufwandschätzungen durch
- Übernehme die organisatorische, fachliche sowie finanzielle **Verantwortung** für die Projekte
- **Betreue professionell** Deine anspruchsvollen Kunden und deren Erwartungen
- **Führe und entwickle fachlich** die beteiligten Projektteams
- Erstelle ein **transparentes Projektcontrolling und Reporting** auf Basis existierender Tools und Prozesse
- **Begeistere nachhaltig Deine Kunden** in Zusammenarbeit mit Deinen Kollegen aus dem Account Management
- Bringe **proaktiv neue Ideen zur Optimierung** laufender Prozesse ein

Diese Herausforderungen liegen vor Dir

- Du könntest mindestens **3 Jahre Erfahrung in der professionellen Leitung von Projekten** im Bereich Visualisierung, Softwareentwicklung oder ähnlichem sammeln?
- Du hast einen **Blick für das große Ganze** und verstehst die **betriebswirtschaftlichen und unternehmerischen Zusammenhänge**?
- Du hast Spaß an **technischen und komplexen Themen** und willst diese auch verstehen?
- Du **schaust über den Tellerrand**, um auch neue, kreative Lösungen zu finden?
- Du bist ein **positiver Mensch**, dem es leicht fällt sein Umfeld zu begeistern und zu motivieren?
- Du willst Teil eines internationalen Unternehmens sein, das sowohl auf **Deutsch als auch auf Englisch** arbeitet?

Kontakt

Du erkennst Dich wieder? Dann nimm die Herausforderung an und bewirb Dich jetzt! Übernehme Verantwortung, arbeite Dich in neue technische Themen ein und sei Teil eines internationalen Teams, die es sich zum Ziel gemacht haben, die besten Marketingerlebnisse zu schaffen. Sende uns Deine Bewerbungsunterlagen an: 3DEXCITE.Emea.Jobs@3ds.com

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Virtual Reality Software Developer (f/m/d) – C++

As part of our Research and Development Department you create high-performance and reliable software solutions for 3D realtime visualizations, which deliver strategic advantages to 3DEXCITE's customers. You will work in close collaboration with other C++ experts as well as our customers in the automotive, aerospace and lifestyle industries.

What will your role be?

- Working on **complex software projects as part of a cross-functional project team** and developing new features for our software 3DEXCITE DELTAGEN
- Improving our software by developing **novel, efficient algorithms** as well as by creating and implementing **customer-specific solutions**, while considering the newest software technology
- Collaborating closely with all relevant stakeholders on customer's side in order to **evaluate and translate business needs** into detailed requirement specifications
- Ensuring assigned activities are completed within committed objectives, schedule and costs
- Performing **automated tests, ensuring the quality** of the developments
- Depending on experience level: **Managing internal as well as customer-specific (sub-)projects**, playing a boundary spanning role between our teams, departments and/or the 3DEXCITE's customers

Your key success factors?

- Degree in computer science or similar specialization as well as **previous work experience as a software developer**
- Good skills in **C++ and strong background in object oriented programming**
- Good knowledge of best practices and **design patterns**
- Experience in the field of **computer graphics** (OpenGL, Raytracing, PBR materials) and **HMD technologies** (OpenVR, OpenXR) as well as basics in **Qt and Python**
- **Self-reliant, solution-oriented way** of working with outstanding team and communication skills, strong problem-solving skills and analytical abilities
- High level of confidence in communicating with stakeholders at all levels, **very good English language skills**, German language skills are an advantage

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3D Pipeline Software Developer (f/m) – C++

As part of our Research and Development Department you create high-performance and reliable software solutions for 3D realtime visualizations, which deliver strategic advantages to 3DEXCITE's customers. You will work in close collaboration with other C++ experts as well as our customers in the automotive, aerospace and lifestyle industries.

What will your role be?

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Your Key to success factors?

- Degree in computer science or similar specialization as well as **previous work experience as a software developer**
- Good skills in **C++ and strong background in object oriented programming**
- Good knowledge of best practices and **design patterns**
- Experiences with game engines like **Unreal and Unity** as well as basics in **Qt and Python**
- Strong **mathematical background**
- Skills in **C# are beneficial**
- **Self-reliant, solution-oriented way** of working with outstanding team and communication skills, strong problem-solving skills and analytical abilities
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