

If you are a passionate for the creation and optimization of textures and shaders and want to be part of a company working at a global level, then we will love hearing from you. With us, you will be in charge of the creation and maintenance of some of the most spectacular furniture collections already existing in the market today. We are looking for people that on a daily basis can show us their passion for everything that involves design and who want to join a team that is focused in working at the highest standards of quality worldwide. People proficient in solving complex challenges and always ready to elevate the status of our firm.

The role

With us, you will be in charge of the development of a family of techniques in the fields of the creation, management and optimization of those textures and shaders used in the 3D models made by our team of remote modellers.

At the same time, you will need to make efforts to be aware of the latest updates in the aforementioned fields, especially regarding the catching and scanning of objects and textures as well as the most reliable methodologies to precisely transfer all the data that has been caught and scanned to our environment of working tools and software. All this, putting an eye one costs control.

It is indispensable that you can prove a minimum of 4 years experience in the use of Photoshop and 3d Studio Max, especially in what concerns the creation and edition of shaders that need to be rendered later on under our virtual lighting standards.

You will be able to perform all these duties both from within our main headquarters in Barcelona or from your private working location. It is not mandatory for you, thus, to live in this same city.

Our team of 3D modellers is of an international nature and works remotely, which is why we will need you to be proficient enough in English, especially written, in order to properly communicate with each of them.

This job is offered to freelancers only, and its remuneration is linked to a performance related to the amount of shaders created in a certain period of time as well as to the quality and veracity of such shaders, once applied to our 3D models.

In the selection process we will value not only the skills demanded in this sheets but your portfolio of shaders.

To apply

Please apply with cv and covering letter to cv@visualizers.es with 'Shader & Photogrametry Researcher' as subject line.

All applicants must be eligible to work in Spain and based within a reasonable distance from our studio in Barcelona. All applications will be treated in the strictest confidence. No agencies please.