



# HYBRID GAMES

PortalOne develops mobile-first “hybrid games” that combine games and live shows to give users a more engaging games experience, with stunning visuals and interactivity. This convergence of entertainment forms means that our workforce is a mix of people from diverse industries, all working as a single team to create new workflows and pipelines to support production and delivery of next generation gaming entertainment. With founders and colleagues who have pioneered #1 hits in the gaming, film and TV industries around the world, ours is a culture of embracing challenge and breaking through barriers to bring great entertainment to life.

## 3D Character Artist

### JOB DESCRIPTION AND RESPONSIBILITIES

You will be creating artwork centered around stylized and semi-realistic characters to create engaging real-time game experiences, helping deliver high-end (AAA) production quality for mobile platforms, and pushing the limits for what is possible to achieve in both arenas. This role is essential in shaping and building the visual style of our games. You should have a generalist mindset, be willing to learn and experiment with new skills and be able to venture outside your artistic comfort zone.

### SKILLS & REQUIREMENTS

#### REQUIRED

- 3-5 years of professional experience within the 3D character creation field
- Ability to create full-stack (modeling, texturing, shading) real-time 3D character assets of high visual quality following industry standard workflows
- Be well-versed in the creation of both high-end real time assets, as well as mobile art assets
- Possess basic knowledge and work experience with character rigging and animation
- Experience with Unreal Engine 4
- Full-working proficiency and fluency in English (ability to discuss work-related tasks verbally and in written form)

#### PREFERRED

- Experience working with Blender is preferred, but not mandatory if the candidate is willing to adapt to Blender character workflows. In-house training can be provided if needed.
- Soft Skills (Professionalism, Communication, Teamwork, Self-Awareness, etc.)

**NOTE - Software typically used for this position:**

- Unreal Engine 4
- Blender 2.9+
- Maya
- 3ds Max
- Substance Suite (Painter, Designer, Alchemist, Source)
- Zbrush
- Photoshop
- Git

**WORKING AT PORTALONE OFFERS YOU:**

- Competitive salary
- 25 paid vacation days per year, plus public holidays
- 35 weeks of paid maternity and 10 weeks of paid paternity leave
- Pension program
- Healthcare insurance
- Paid mobile phone subscription
- Paid gym membership

You will be working in an environment that is supportive, team-oriented, and collaborative. Your work will have a direct influence on the development of our products.

In addition to the professional growth opportunities and general benefits, joining the PortalOne team also offers some nice lifestyle perks. Our offices are located in the heart of downtown Oslo, just a few minutes walk from the waterfront and the central train station, granting easy access to all transportation.

We are residents of the [MESH](#) co-working space, so we are part of Scandinavia's most vibrant community of innovative companies. You get arcade machines, ping pong, networking, social activities and a creative atmosphere all in one package.

Oslo itself offers the opportunity to easily combine an urban lifestyle with outdoor pursuits. The full range of European cultural offerings comes with the city, but with the added benefit of numerous summer and winter sporting activities just a subway ride away.

**JOIN OUR TEAM!**

Please send the following to [join@portalone.com](mailto:join@portalone.com):

1. CV
2. Cover Letter
3. [Self-Assessment Form](#)
4. Portfolio

*\*Submission of a portfolio is required and should demonstrate examples relevant for this position.*

*It should contain a mix of both personal and professional examples.*

*A link to an online portfolio is preferred (ArtStation, Dribbble, personal website, or similar).*