



## 3D Artist

Job Code: 7329

Salary Grade: S08

FLSA Status: Exempt

The following statements are designed to outline the general functions and typical responsibility levels associated with positions in this classification. They are not intended to serve as an exhaustive list of specific duties or requirements for individual positions assigned to this classification.

### Duties and Responsibilities

Designs, creates, and animates 3D game assets, illustrated characters, and environment assets, creating, editing, and rendering content.

- Creating user interface layouts and assets and implementing graphic designs.
- Translates functional requirements into application layout and interface (including interaction models, workflows, information architectures, flowcharts and screen mockups).
- Performs quality assurance duties including testing, predicting, and resolving issues.
- Locates and resolves game development issues.
- Defines technical requirements for each project to ensure smooth gameplay on target hardware.
- Creates and exports a wide variety of 3D models, animations, and illustrations.
- Maintains requirements and efficient UV workflow for each project.
- Documents animation data and maintaining cloud-based tracking and backup.
- Creates technical art including animation rigs, scripts, and shaders.
- Maintains requirements and researches processes and improvements to the development pipeline.
- Designs, edits, and creates video projects for online learning lessons.
- Renders and optimizes video projects for web implementation.
- Creates a wide variety of design projects, addressing and implementing feedback.
- Maintains project requirements and asset libraries to aid in future projects.
- Creates common process documents that explain best practices for common art tasks.
- Observes and documents development issues and resolutions.
- Performs various duties as needed to successfully fulfill the function of the position.

### Minimum Qualifications

#### Education:

Bachelor's degree.

**Equivalency/Substitution:** Experience or a combination of education & related experience can be considered in lieu of degree. A one-to-one ration is used to determine the number of years of experience required in place of a degree.

#### Experience:

- None

#### Certifications or Licenses:

- None

**Verification of education and licensure (if applicable) will be required if selected for hire.**

### Knowledge, Skills, and Abilities

- Knowledge of animation principles
- Able to work well with interdepartmental teams and initiatives
- Knowledge of game development and game asset creation
- Knowledge of character and graphic design
- Knowledge of audio design
- Knowledge of video editing and creation

### Working Conditions

#### Physical:

Sit for prolonged periods. Ability to engage in repetitive motion. Manual dexterity.

#### Environmental:

Standard office work environment.



JOB DESCRIPTION

*The* UNIVERSITY of OKLAHOMA

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