Job Title
- (100% Remote) 3D Modeler / Image Editor

Location
- Remote / telecommute but must live in San Diego county

Employment Type
- 1099 contract
- Excellent compensation. Paid per project (typically 1 – 4 hours each) and through frequent bonuses directly tied to company growth

Overview
- Early stage startup company is seeking exceptionally motivated 3D modelers / image editors with expert 3ds Max skills. Must thrive in an independent, offsite, results oriented position where earnings are directly tied to individual productivity and company performance. Additionally, your customer-facing work will have significant visibility across high traffic websites and printed product brochures. Compensation potential may exceed the high end of market rates for this position.

Duties
- Work within our brand identity system, design pattern library, and various project templates to customize existing imagery for use in websites and printed brochures.
- Use 3ds Max to model and render objects, insert them into existing images, and leverage Photoshop to customize various visual aspects (perspective, texture, color, etc.) until they appear perfectly ‘photo-realistic’
- Additional duties may be assigned

Requirements
- Work independently with minimal oversight and manage your own timelines
- Extremely detail oriented
- Focused on results
- 3D modeling, rendering and texturing skills
- Mastery of visual perception, object perspective, scale, and color coordination
- Experienced with manipulation of lighting, shadow, and reflective elements in 3ds Max

Technical Skills
- Autodesk 3ds Max Design 2013 (intermediate to expert proficiency)
- Adobe Photoshop CS6 extended (intermediate to expert proficiency)
- Microsoft Publisher 2010 (beginner to intermediate proficiency)

Work Eligibility
- Must live in San Diego county and be legally authorized to work in the United States

Application Process
- Please email resume and any supporting materials to clarkx2012@gmail.com