



Brown Bag Films! Brown Bag Films is one of the world's most exciting, original and successful creative-led animation studios.

3D Modeler & Texture Artist

Level: Medium and Senior

Department: Production

Type of Position: Full-Time Contract

Office Location: Bali

Key Areas of responsibilities:

- Create complex models as assigned by the Supervisor/Director
- File management – organize work/files efficiently
- Actively participate in script read-throughs and suite meetings, offering thoughts and ideas
- Remain current and up-to-date in modeling techniques
- Meet assigned weekly animation quotas

Required Experience/Professional Skills:

- Willing to be located in Denpasar, Bali for full time contract
- Minimum 3 years of experience in 3D modeling and texturing
- Excellence understanding of general modeling, rigging, and texture mapping
- Excellence knowledge of 3D software preferably Autodesk MAYA
- Degree/diploma in fine arts or animation or equivalent experience
- Ability to effectively communicate both creative and technical directions and ideas
- Ability to multi-task and prioritize
- Ability to thrive in a high pressure, deadline oriented environment
- Enjoy working in teams
- Able to follow directions well

If this sounds like the job for you please send your resume to: [**diah.nirmala@brownbagfilms.com**](mailto:diah.nirmala@brownbagfilms.com)

Make sure to include the job title that you are applying for in the Subject Line.

We thank all applicants for their interest, however, only those selected for an interview will be contacted.

We are an equal opportunities employer and welcome applications from all suitably qualified persons regardless of their race, sex, disability, religion/belief, sexual orientation or age.

Should you require accommodation throughout the recruitment process, please let us know your requirements when contacted.