



# WARCRADLE STUDIOS

Wayland Games Ltd  
Units 17-19  
Eldon Way  
Hockley  
Essex  
SS5 4AD

## LEAD DIGITAL SCULPTOR REQUIRED

Wayland Games Limited are looking to develop their Warcradle Studios miniature design and sculpting team with a highly skilled and creative Lead Digital Sculptor to work in our head office located just outside of Southend in Essex.

You'll be involved in the concept and development stage of miniature design as well as using your skills to help bring those concepts to a finished product. The candidate will need to demonstrate their experience and skills with digital sculpting and design.

In addition to a competitive salary, this full time position offers the opportunity to be part of a growing and creative games studio with exposure to not only the industry but also to other aspects of the development process as part of that team.

Salary is £30,000 for a full-time position.

You will be rewarded with 28 days per year holiday, a wide range of staff perks such as great discounts as well as significant promotion opportunities for the right individual.

**If, after reading the Requirements and Ideal Candidate details overleaf, you feel you would be suitable for this role please email us your CV along with a brief outline of what you would bring to the role to: [jobs@waylandgames.co.uk](mailto:jobs@waylandgames.co.uk)**

**Closing date for applications is 12<sup>th</sup> December 2017.**



[info@waylandgames.co.uk](mailto:info@waylandgames.co.uk)



## Qualifications, Experience and Attributes Required:

- Academic degree-level qualification in Fine Arts or equivalent.
- Ability to interpret concepts supplied both visually and verbally and translate that into a commercially viable digital 3-D model.
- Extensive commercial experience with using zBrush software for 3-D design
- Be responsible for the selection and maintenance of equipment.
- Ensure that health and safety guidelines are followed
- Experience with using ProJet 2500 3-D printers to realise designs.
- Is more than capable of working on multiple projects simultaneously and prioritise work as directed by the needs of the business.
- Liaise with the Production Manager and other Digital Sculptors to develop the designs so that they are fit for production.
- Monitor product standards and implement quality-control programmes.
- The ability to work in a logical, systematic manner with an attention to detail to ensure high levels of quality.
- The ability to work under pressure and motivate others to meet tight deadlines.
- The capacity to grasp concepts easily with a proactive approach to problem solving.
- The skills to liaise with writers and publishers to realise their designs as a 3-D sculpture.
- To communicate clearly and persuasively both with peers as well as managers and third parties.
- To conceive and develop ideas and ways of working for the artistic composition of products.
- To use their artistic skills to restore or redevelop damaged or third-party digital sculptures.
- Work with managers to implement the company's policies and strategic goals.

