



WARCRADLE STUDIOS

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

FREEFORM DIGITAL SCULPTOR REQUIRED

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

You'll be involved in the development stage of miniature design with your main focus on delivering designs for plastic tooling. The candidate will need to demonstrate their experience and skills with Geomagic Freeform.

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 £25,000 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

Closing date for applications is 28th February 2018.



info@waylandgames.co.uk



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Qualifications, Experience and Attributes Required:

- Minimum of one year's experience with using Geomagic Freeform software for 3-D design.
- Ability to work full-time at our head office in Hockley, Essex. We are not intending this to be a remote role or one that can be worked from home.
- A capacity to grasp concepts easily with a proactive approach to problem solving.
- Ability to interpret concepts supplied both visually and verbally and translate that into a commercially viable digital 3-D model.
- An ability to work in a logical, systematic manner with an attention to detail to ensure high levels of quality.
- Capable of working on multiple projects simultaneously and prioritise work as directed by the needs of the business.
- Liaise with the Production Manager and Digital Sculptors to develop the designs so that they are fit for production.
- The ability to work under pressure and motivate others to meet tight deadlines.
- The artistic skill to restore or redevelop digital sculptures.
- To conceive and develop ideas and ways of working for the artistic composition of products.
- Understanding of principles for laying out digital components to create a tool for plastic production.
- Work with managers to implement the company's policies and strategic goals.



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