**TEXAS A&M UNIVERSITY**
College of Architecture

# Part-time Position Application

**Position Title:** Student Intern (Technical Artist)

*Instructions to Applicants: Applications received by Texas A&M University must have all job application data entered. Failure to provide all job application data or a complete resume could result in an invalid submission and a rejected application. We encourage all applicants to include a resume and cover letter.*

*Due to Texas A&M University rules and regulations, student employees can work a maximum of 29.75 hours per week. All applicants are subject to a criminal history investigation, and employment is contingent upon the completion of the criminal history check. Employees may not start working until cleared by Business Office.*

## JOB DETAILS

### JOB DESCRIPTION SUMMARY

The LIVE Lab is looking for a Technical Artist to join the 3D Team. Technical artists are responsible for optimizing program workflows and creating tools for the rest of the team. TAs are technically inclined individuals who are adept at solving abstract problems. They should be able to facilitate communication between engineers and artists while maintaining a go. Candidates should be comfortable receiving and providing feedback and critique, and be constantly seeking to improve themselves along with the quality of the team.

**Approximate Hours Per Week:** 20

### QUALIFICATIONS

RESPONSIBILITIES:

- Create hard surface and organic models.

- Create realistic and stylized textures.

- Optimize assets for use in game engine.

- Rig and animate characters and hard surface objects.

- Attain feedback from peers and leads.

- Work in a collaborative environment and communicate with other teams.

- Be able to adapt to various art styles create a cohesive look and feel alongside a team of artists.

REQUIREMENTS:

- Knowledge of taking 3D assets through the gaming pipeline.

- Flexibility using various 3D softwares and willingness to learn new ones.

- Be available to work between 10 and 20 hours a week

- Passion to create fun and enjoyable games.


DESIRED SKILLS:

- Knowledge or experience with Houdini.

- Knowledge of programming and design production practices.

- A good eye for visual development and design.

## LEARNING OUTCOMES

-  Communicate effectively in a professional setting.

- Participate effectively in teams.

- Consider different points of view

- Work with others to support a shared purpose or goal

- Show proficiency in current technologies

- Maintain and manage a variety of different tools and resources

- Adapt to emerging technologies

- Plan, organize, and prioritize work

-  Accept and learn from criticism

- Formulate a plan of personal goals for continued professional growth

- Articulate how the skills they are gaining are transferable

- Demonstrate ability to interact respectfully with all people

- Articulate the value of a diverse and global perspective

## HOW TO APPLY

Send completed application to Hadeel Ramadan at houksyd@tamu.edu with subject line "Student Intern (Technical Artist) Application." Resumes and cover letters are welcome in addition to the application.

**PART-TIME JOB APPLICATION**

## PERSONAL INFORMATION:

**Full Name:** _____

**UIN:** _____

**Email Address:** _____

**Contact Phone Number:** _____

## CURRENT EMPLOYMENT

**Are you currently employed by Texas A&M University?**     ☐ Yes ☐ No

**If so, what department?** _____

## AVAILABILITY

**Date You Can Begin:** _____

**What times are you available to work?**

| Day of the Week | Hours Available to Work |
|---|---|
| **Monday** | |
| **Tuesday** | |
| **Wednesday** | |
| **Thursday** | |
| **Friday** | |
| **Saturday** | |
| **Sunday** | |