

We are hiring Blender 3D modellers (for realizing the architects vision via our 3D asset library and modelling custom furniture), interior architects for furnishing diverse projects as a 2D (or simple 3D) sketch as a reference for the 3D modellers and Unreal Engine 5 developers for simple tasks like preparing materials, lighting a scene and writing game mechanics via blueprints and simple UI.

For our website, we are looking for a TS React + Next.js + Supabase web dev.

Blender

- Simple placement of ready 3D assets per 2D/3D architect sketch
- Simple modelling and UV mapping of furniture (materials will be given)
- Mesh editing (decimate, scale) and material assigning of 3D assets




Interior Architect

- Furnishing of interiors (residential, industrial, hotels etc)
- Sketch ideas as reference for 3D modellers (2D or 3D)
- Utilize existing 3D asset library images (for 2D sketch reference) or supply multi-angle Google images for our 3D modelling team

Unreal Engine 5

- Import FBX assets
- Make materials (textures will be given and just need to be connected)
- Experience with lighting and optimization
- Blueprint programming (e.g. interactable 3D lightswitch and basic 2D UI)
- Package project as Windows application

Web Developer

-  React (responsive frontend)
-  Next.js
-  Supabase (Auth, RLS and DB)

- Website development of per-user content, newsletter and landing page

Want to apply?

If you are applicable for any of these jobs (or if you only master some sub-points of the jobs), contact us via e-mail and send us a quick resume of what you can do.

We are looking forward to your application!