



Firsthand

Making Technology Work for People

Firsthand Technology, Inc.

www.firsthand.com

Firsthand Art Lead

Firsthand Technology Inc. (formerly Imprint Interactive) is a small-but-growing company in Seattle, Washington. We specialize in creating 3D Serious Games and Virtual Reality simulations for education, research and medical/therapeutic applications. Our list of recent projects includes Virtual Reality simulations to treat Post-Traumatic Stress Disorder in Iraq War Vets, VR games used for pain control for children in burn centers, and an exhibit for the Smithsonian's *Design Life Now* exhibition. As a company, we are dedicated to the idea that people and not machines should be the design focus in technological systems. Our work is research-driven and performed in collaboration with other great minds in Art, Science, and Design whenever possible.

Firsthand is looking for a brilliant and talented Lead Artist to create the artistic vision for characters and environments in a stereoscopic 3D multiplayer game that will be the centerpiece of an NIH-funded exhibit for science centers. This person will lead a small art team and work closely with our top-notch research team and outstanding exhibits designers and fabricators. The ideal candidate will be a strong communicator who will find synergy in the collaboration with other amazing artists, scientists, and technologists.

Artist work will include:

- Collaboration with the research, design, and technology teams to create a visual style that will resonate with the target audience.
- Design of compelling characters and their creation in Maya or Max.
- Character and facial animation in Maya or Max.
- Modeling and lighting environments in Maya or Max.
- Exporting 3D content to a real-time graphics engine (Virtools).
- Supervising a small art team (initially one or two artists, but potentially growing).

Requirements:

- 5+ years experience in modeling and texturing objects and environments and rigging and animating characters using Maya or Max.
- Experience directing the work of other artists.
- An excellent portfolio, long on character development and detailed design.
- Good knowledge of the constraints and techniques of real-time 3D art.
- Excellent traditional art skills.
- A track record of successful projects.
- MFA in an associated field (or BFA plus equivalent experience).

Pluses:

- Knowledge of Maya/Max art pipelines.
- A solid understanding of stereoscopy and what to do with it.
- Console game experience.

Firsthand offers full benefits and a competitive salary commensurate with experience. Please send a resume and cover letter to **artjobs08 at firsthand dot com**. Principals only. Please do not contact us about other services, products or commercial interests.

NO PHONE CALLS PLEASE