

Job Title: 3D Modeler / Artist

Location: Montreal

Reports To: Production Manager / Operations Dept.

About Us:

Simthetiq is a global leader in 3D simulation entity modeling, synthetic terrain generation, and the development of advanced training applications for simulation and training environments. For over 20 years, we have supported the defense, civil aviation, energy, and transportation sectors with innovative solutions that enhance operational readiness and mission success. Our clients include defense forces, OEMs, defense primes, training institutions, and emergency response agencies worldwide.

Position Overview

We are looking for a 3D Modeler / Artist to join our creative team. You will be required to create realistic, "hard surface" 3D models, which will become 100% functional in the different 3D rendering platforms we support for our customers. You will collaborate closely with tools development, software integration and creative teams to develop visually compelling 3D content in an efficient way to a high standard of quality. You will play a direct role in the quality assurance of your work to guarantee your 3D creations are of an excellent standard.

Key Responsibilities:

- Model 3D objects at real world scale.
- Create optimized UVs to maximize (texture) resolution.
- Create PBR textures that replicate the physical properties of the different materials involved.
- Optimize model geometry to create levels of detail for runtime.
- Integrate your 3D objects in real-time rendering engines and software platforms.
- Play an active role in the quality assurance process

Requirements:

- College or University Diploma or equivalent demonstration of self-acquired skills and abilities in 3D modeling
- Previous experience an asset but not mandatory.
- Excellent skills in modeling mechanical components (hard surface modeling).
- Experience and familiarity with Autodesk 3ds Max, Maya or Blender.
- Mastery of Adobe Substance Painter.
- Familiarity and strong experience working with Adobe Photoshop.
- Good understanding of Normal Maps and their application to hard body modeling
- Good communication skills in English and French.

Candidate Eligibility & Location Requirements

To be eligible for consideration, applicants must possess valid, legal authorization to work in Canada and be prepared to reside in or relocate to Montreal. Please note that this position is site-specific, and the company does not provide relocation assistance or reimbursement for moving expenses.