



Role Description

This is a volunteer position for Cubed! Events Limited.

Title: 3D Model Artist

Department: Design & Assets

Unit: Services

Responds to: Design & Assets Lead

Summary

Working closely with the Design and Asset Lead, this role involves creating visually consistent assets in Blockbench, refining them based on feedback, and ensuring all models and textures meet technical and performance standards. The position requires strong pixel art skills, excellent attention to detail, and a solid understanding of low-poly workflows.

Responsibilities

- Design and create low poly models in Blockbench.
- Create high quality pixel art textures that align with the event's overall style.
- Optimise and clean up models to ensure performance efficiency.
- Iterate on models and textures based on feedback.
- Export files and upload them to the appropriate directories and systems.
- Collaborate with the development team to support asset integration and implementation.

Desired Skills and Traits

- Proficiency in Blockbench, with a focus on low poly modelling.
- Strong pixel art skills, with experience in tools such as Aseprite or Paint.NET.
- Ability to create and maintain assets that balance visual quality with performance.
- Receptive to feedback and able to iterate efficiently.
- Good understanding of 3D art fundamentals, particularly within stylised and low-poly workflows.
- Strong communication and problem solving skills, with the ability to work across teams and disciplines.
- Excellent attention to detail.
- Creative and solution focused mindset.
- Strong written and verbal communication skills.

To apply, please email volunteer@cubedcon.com with the 'Role Title' as the Subject. Include; why you want the position, applicable skills and previous applicable projects or experience.