

JOB INFORMATION

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| Job Title | Console Game Artist [Osaka] |
| Qualifications | <p>[Required]</p> <ul style="list-style-type: none">- Must be able to relocate to Japan and work in Osaka.* Must have experience or knowledge/skills in any of the following (1-8): <ol style="list-style-type: none">(1) Production of high-end character models(2) Production of character animation(3) Production of high-end background models(4) Production of effects(5) Production of user interfaces(6) Production of concept art(7) Production of cutscenes and promotional videos(8) Publishing and production of in-game illustrations <p>[Preferred]</p> <p>Experience using DCC tools such as MAYA, sculpting tools such as Zbrush, and 3D painting tools such as Substance Painter.</p> <ul style="list-style-type: none">- Experience developing with Unreal Engine 4 - Experience using ActionScript 2.0 or 3.0 |
| Employment Type | Full-Time Employee |
| Working Hours | 9:30 – 18:00 (7.5 hours working time each day) * The above are approximate hours due to the discretionary work system for specialized work. (Deemed working hours: 8 hours and 45 minutes) |
| Holidays & Paid Holidays | Two-day weekend (Saturdays and Sundays off), national holidays, summer holiday, year-end and New Year holiday * 125 days off per year. Paid vacation days upon hire: Up to 12 days per year * Number of days varies depending on the month of hire. |
| Employment Insurance | Health Insurance Employee Pension Insurance Employment Insurance Workers' Accident Compensation Insurance |
| Retirement Plan | Yes (Lump-sum payment and fixed contribution pension plan) |
| Mandatory Retirement Age | 60 years old - Reemployment system applicable |

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|--------------------------|---|
| Job Title | Game Programmer [Osaka] |
| Qualifications | <p>[Required]</p> <ul style="list-style-type: none">- Must be able to relocate to Japan and work in Osaka.- Experience in programming using C++.- Experience in game development for console and PC platforms, or game development for smartphones.- Good communication skills. <p>[Welcome to Apply]</p> <ul style="list-style-type: none">- Experience in game development for PS4/Xbox One generation or above, or PC platforms such as Steam, Stadia, etc.- Experience using Unreal Engine is preferred.- Candidates who are interested in the latest technology and are willing to proactively assimilate it. |
| Employment Type | Full-Time Employee |
| Working Hours | 9:30 – 18:00 (7.5 hours working time each day) * The above are approximate hours due to the discretionary work system for specialized work. (Deemed working hours: 8 hours and 45 minutes) |
| Holidays & Paid Holidays | Two-day weekend (Saturdays and Sundays off), national holidays, summer holiday, year-end and New Year holiday * 125 days off per year. Paid vacation days upon hire: Up to 12 days per year * Number of days varies depending on the month of hire. |
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