



## Job Description

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### Role overview

As Middleweight 3D Designer, you will help the Senior Creative Team to respond to client briefs with thoughtful, relevant and beautiful creative solutions. You will need a desire to learn, and a clear understanding of the creative process and be able to work within the team to create work from concept through to final artwork.

You will be responsible for the creative production of smaller projects, or parts of mid- to large projects from brief to delivery. This will be either by concepting and creating the work yourself, or as creative lead, supervising intermediate and junior designers to complete the requirements of the brief.

An understanding of how to apply creative concepts across disciplines will help your development, as you will cover off a wide range of projects spanning different media.

As this role focuses on 3D as a specialism, you will also need a solid understanding of modelling, texturing, lighting, and animation. The ability to use this knowledge to quickly mock up wireframes and storyboards, then develop through to finished pieces while working as part of a creative team if essential.

### Responsibilities

- Work with the senior creative team to define creative solutions to briefs
- Happily present and discuss creative concepts with the team
- Actively seek out and instigate collaboration across disciplines within the team
- Be quality control on all work you produce
- Be aware of the wider studio workload, helping out where necessary
- Work with the Senior Creative Team to plan your personal development
- Stay aware of the latest developments and trends in design software
- Be a positive influence on the culture of the company
- Assist in on-boarding new members of the team

### Key Skills

- Good problem-solving abilities
- Work well in a team with different skill sets
- Adaptable and a quick learner, eager to expand skillset
- Good time management and organisational mindset
- Able to clearly communicate ideas to team members
- Good leadership skills
- Driven to lead by example

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March 2018



## Technical Skills

- An expert understanding of Adobe CC
- In-depth knowledge of Cinema4D
- Experience using alternative render engines (Octane, RedShift, V-Ray, Arnold)
- Use of X-Particles, Turbulence FD or other particle systems

## Experience

- Minimum 4 years experience in an agency environment
- 3D Production Lead on a wide range of creative briefs for branding and advertising

## Personality

- A MMultiplier is:
- Approachable and helpful
- Conscientious and meticulous
- Positive can do attitude
- Always learning and sharing knowledge
- Open-minded
- Level headed and calm under pressure
- A good listener
- Enterprising, a self starter
- Confident in their ability
- Passionate about design culture
- A lover of films, music, and the arts