



# Senior Technical Artist (f/m)

**Düsseldorf - Full-time - 743999654272383**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999654272383-senior-technical-artist-f-m-?oga=true>

## Primary Objectives:

- Develop new and improve existing tools
- Problem solving for key production issues
- Recognizing inefficiencies and pipeline issues and provide solutions
- Guide/Coordinate Art teams on demanding tasks

## Specific tasks:

- Daily support of Art and Tech teams
- Enabling other team member to achieve tasks in an efficient and consistent manner
- Developing tools and scripts for Maya, MotionBuilder, 3DMax, Photoshop, Substance Designer and other 3D/2D packages and in-house tools
- Creation and maintenance of documentation for Technical Artist features and tools to provide for the team

## Technical Requirements:

- Deep knowledge of the following: Python, C# (C++, Java a plus)
- Deep knowledge of Maya and/or MotionBuilder, 3DMax (Photoshop, Substance Designer, Houdini a plus)
- Knowledge of tools used in the parametric creation of nodes
- Experience working on shipped AAA titles for consoles and/or pcs, as Senior Technical Artist
- Perfect understanding of traditional and of physically based rendering (PBR) pipeline.
- Shader writing or shader building skills
- Rigging experience is always a plus
- Familiarity with the creation of user-friendly tools/systems

## Skill Requirements:

- Perfect understanding of art optimization techniques.

- Experience and understanding of art/animation pipelines for game engines
- A great ability to think creatively to overcome technical challenges.
- Experience in video-game production as Senior Technical Artist (minimum 3 years)
- Great communication skills and a positive attitude.
- Strong organisational skills.

### Portfolio requirements:

It is required that you submit a portfolio of your work with your application. You may do so by providing a link to an online portfolio, or attaching documents to your resume. All portfolios must contain a detailed shot breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, screenshots, web page portfolio, etc.

Please apply with as many examples of the following as you can (no originals please):

- Scripts or application examples, code samples.
- Examples of 3D graphics (models, animation, visual effects, rigs)

Please attach meaningful work samples.

### Your benefits:

- Flexible work hours
- External trainings, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruits, special conditions for gym membership, support for child care
- Subventioned lunch meals, possibility to lent bikes for free or lease your own bike!
- Working in an innovative and international company

We are offering highly motivating challenges for true team players with a high level of self-initiative. If you are passionate about about games and wish to become part of an innovative and diverse game development studio, please apply via our career portal.

Applications should include the earliest starting date and your salary expectation.

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).

Blue Byte GmbH  
Human Resources  
Adlerstraße 74  
40211 Düsseldorf