



Lead Artist (f/m/d)

Mainz - Full-time - 743999696870581

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999696870581-lead-artist-f-m-d?oga=true>

At Ubisoft Mainz, we are currently looking for a talented Lead Artist (f/m/d) who will be responsible for developing and driving an original and innovative art style for the game while leading the art team in the development of AAA environments and assets.

Your main tasks are to:

- Work with other disciplines to establish technical and aesthetic guidelines for art in the game
 - Ensure that all assets created by the art team and outsource studios conform to the style and technical guidelines of the title
 - Participate in project scheduling and maintain planning foresight
 - Maintain effective informational flow to the team to ensure the team members are aligned with the project objectives
 - Provide regular review and feedback to team members in a clear and constructive manner
 - Encourage creativity and participation from all team members
 - Maintain efficient collaboration between the team members and other departments
 - Maintain a close working relationship with your direct manager, producers, leads, directors and other teams to push project quality
 - Inspire, motivate, and mentor other artists in best practices, processes, and procedures pertaining to production
 - Actively participate to the constant improvement of work methods and pipelines
 - Share knowledge and recommend best practices in your area of operation
 - Ensure that produced and integrated assets respect the artistic vision of the game and meet the quality standards
-
- 10+ years as professional artist or equivalent experience
 - 3+ years of art management experience
 - Experience managing both internal and outsourced art teams and pipelines
 - Experience creating a broad range of art styles in both 2D and 3D mediums
 - Proficient with standard industry tools like Substance, Max, Z-Brush and Photoshop, with a high

capacity to learn new tools

- Demonstrate knowledge and application of current processes and techniques, including, 3D modeling, shaders, lighting, and composition
- Strong artistic skills
- Have effective planning and organizational skills with the ability to think strategic
- Excellent communication skills and teamwork oriented attitude
- Problem solving attitude
- Able to drive change and inspire others to generate new ideas
- Passion for the industry and an understanding of market trends and styles

Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruits, discounted gym membership, corporate benefits and support for child care
- Free bike rental or lease your own bike
- Working in an innovative and international company

We offer a highly interesting challenge for a team player including the possibility to show personal initiative. If you are passionate about video games and would like to work with like-minded professionals in an international team, please apply via our career portal. The application should include your resume, a cover letter including your earliest starting date, your salary expectations and why you would like to join us.

For further information, please check <https://mainz.ubisoft.com/en/>