



Lighting Artist - VR [Unannounced Project] (f/m/d)

Düsseldorf - Full-time - 743999700928064

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Lighting artist is responsible for the creation of the lighting for specific scenes in the project. He / She works with concept and art direction, environment and level design to ensure the game elements are visually cohesive and support the games design, art direction and the technical constraints of the game.

Primary Objectives:

- Make a beautifully lit game including all of the games elements – environment art, characters and other in game assets.

Specific Tasks:

- Deliver efficient updates to the games lighting in accordance with the games aesthetic.
 - Implement and incorporate feedback from Art Director and Leads into work.
 - Understand best practices, production pipelines and workflows.
 - Work closely with the Art Director to achieve the desired lighting and mood required for the game.
 - Produces mood boards to assist in the art direction pertinent specifically to lighting
 - Looks for and provides reference from all resource platforms to establish and reinforce relevant lighting decision making
 - Continually looks for ways to push the limits of the lighting pipeline for better results.
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- First and foremost an you are an artist who can take direction towards, and fully understand what looks good and why.
 - Experience in lighting games and or film
 - Experience working within a photo realistic environment.
 - Exposure to industry game engines and production pipelines;

- Good working knowledge of Adobe Photoshop
- Knowledge of lighting, atmospheric effects and subsequent tools.
- Knowledge of Physically Based Rendering and Linear workflows;
- Knowledge of colour grading and other post process effects;
- Familiarity with data management software (such as Perforce);
- Knowledge of workload management software/principles (e.g. Jira);
- Knowledge of the video game industry and awareness of typical video game development processes.
- Great communication skills and a positive attitude
- Fluent in English, both verbally and written
- Bring your enthusiasm about your craft to the team.

PORTFOLIO

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 (preferred), or attaching documents to your resume.

All portfolios must contain a detailed breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, portfolio, screenshots etc.

We offer:

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance.
- 26 Days Paid Vacation Per Year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the NRW region.
- Flexible Working Hours: We have core working times between 10:00 AM – 04:00 PM and the distribution of the other hours is up to you.
- Company Pension Scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Up to 350€ Childcare Support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.

If you want to grow with us and enjoy the game industry, we look forward to receiving your application including your availability, motivation and salary expectations.

For further information please check www.bluebyte.de and www.ubisoft.com.

[Ubisoft Blue Byte GmbH](#)

[Studio Düsseldorf](#)

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Geschäftsführer: Yves Guillemot

Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772