



Lead Environment Artist [Avatar Project]

(f/m/d)

Düsseldorf - Full-time - 743999701386362

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The Lead Environment / Prop Artist is the team expert in building and setting up environment assets. Props and levels including destruction and special functionality. This Lead Artist will be responsible for managing the environment art team to ensure the best possible visual and technical quality for the assets produced.

- Leading the development and creation of high-quality AAA 3D environment assets, props and levels of art
 - Ensuring a productive and efficient workflow for the environment art team through excellent internal and external communication.
 - Close collaboration with the Art Director, producers and leads to ensure the team works within the visual style of the game
 - Establish a prospering art culture within the environment team to strive for exceptional quality
 - Push the visual and technical quality of the project to the next level
 - Balance quality and efficiency of the team to gain the best possible results within in the given time frame and technical constraints
 - Prioritize and manage the environment art team's tasks to ensure delivery in time and quality
 - Ensure performance and technical quality of environment assets, props and levels.
 - Create and maintain guidelines for optimized workflows and technical asset creation rules for the team
 - Create high-quality models, textures and level art defining the quality benchmarks for the art environment team.
 - Setup destruction, dynamic objects and other functionality of art assets
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- Proven experience in leading a team of artists, great communication skills and the ability to positively motivate a team
 - A minimum of 5 years' experience as an Environment / Prop artist in game development, ideally with one AAA title shipped
 - Exceptional understanding of next gen asset creation workflows with the ability to improve

them

- Strong experience in creating AAA Level art
- Great communication skills, a positive attitude and experience in leading a team of artists
- Very good organizational skills and the ability to anticipate problems and find solutions fast
- The ability to review assets and give feedback efficiently and in a clear and constructive manner.
- Being used to work on tasks autonomously and to deliver results in time
- A keen eye for composition, shape, color and detail
- Very good skills in Maya, 3DS Max, Zbrush and Photoshop.
- Strong texturing and painting skills
- Being able to closely adapt a specific art style
- Fluent in English, both verbally and written

Bonus

- Knowledge of Substance Designer / Painter is a plus
- Experience with outsourcing and co-development is a plus
- Good Animation and/or rigging skills are a plus (Maya, 3DS Max, MotionBuilder)

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 shot breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, portfolio, screenshots etc.

The portfolio should contain the following:

- Examples of natural and realistic environments, levels and props
- Examples of materials and high quality textures
- Show both organic and hard surface works
- Examples of style variety

Your benefits

- Your Benefits
- 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.
- 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.
- Lunch & Breakfast Service. Enjoy fresh discounted meals each day.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.

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