



Senior Technical Artist [Beyond Good And Evil 2] (f/m/d)

Mainz - Full-time - 743999728858712

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Beyond Good And Evil 2 is an action-adventure sci-fi RPG set in the same universe as Ubisoft's original cult classic. You can now join our crew at Ubisoft Mainz to help us shape this amazing project.

As a Senior Technical Artist on our team, you are satisfied once we deliver a visually outstanding game that still maintains cutting-edge performance.

As an interpreter and problem-solver between art and programming you are the team's hybrid specialist for facilitating cohesive and efficient collaboration; You ensure assets can be rendered without compromising the artistic vision, on the one hand, or busting your memory budget on the other, setting benchmarks for your feature as you go along.

Your curious and passionate nature sees you investigating, creating and implementing new techniques and pipelines that allow your team to push the standards of AAA quality in the most efficient way.

What you will do:

- Establish quick, efficient and clear pipelines in collaboration with team leads; Accounting for the artist's needs as well as technical requirements or other limitations
- Stay up to date on trends and methodologies in current and future graphics software and hardware to develop early planning of tools and processes
- Participate in the development of technology road maps for the specific needs of the project
- Prepare coherent documentation for pipelines, tools and procedures;
- Be involved in the development and rendering of artwork, models, animations and textures as and when required
- Collaborate with all production teams to answer questions and solve complex tech art related challenges, identify and communicate risks, share feedback and best practices while remaining a balance point between creative vision and technical/budget restraints
- Assist in the development of training programs for artists if they are required
- Be involved in the development and rendering of artwork, models, animations and textures as and when required

What you bring:

- Bachelor's degree in art, design, technical discipline or other relevant training
- At least 5 years experience in technical art or other relevant experience
- Shipped at least 1 game within the technical art discipline; preferably full cycle on a AAA console title
- Excellent interpersonal and communication skills
- Understanding and proven history of proficiency in using 3D graphics software such as 3DS Max, Maya etc. ideally on an advanced scripting level
- Knowledge of data management software (such as perforce)
- Knowledge of platform strengths and limitations
- Good knowledge of multiple art and animation pipelines
- Knowledge of different hardware architecture
- Working knowledge of scripting/programming using languages such as Max Script, Python, C Sharp etc.
- Excellent time management and prioritization skills
- Knowledge of video bit rates, compression methods and other associated processes is desirable
- Technical proficiency in areas of 2D and 3D art

What to send our way:

- Your CV, highlighting your education, experience, and skills
- A cover letter including your earliest starting date, expected salary and why you would like to join us
- A portfolio with a breakdown of your best and most fitting work - seriously, show us your process and why you are a great fit! (attach work samples or send us a link to your personal website or online portfolio)

Your benefits:

- 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 Mainz 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.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- 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.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- English and German classes for free. Main language in the studio is English.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

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