



3D Level Artist [Beyond Good and Evil 2]

(f/m/d)

Mainz - Full-time - 743999822496298

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Beyond Good & Evil 2 is an action-adventure sci-fi RPG and set in the same universe as Ubisoft's original cult classic. Join the crew at Ubisoft Mainz and help us create the best possible experience for our players.

As Level Artist you will create captivating 3D environments within an immersive world waiting to be explored. As an environment architect, a visual storyteller, and an experience maker wrapped into one, you assemble and position key elements to deliver impactful visual moments and enhance the player experience. Whether from a building or a prop, the assets that you carefully place tell a story, evoke an atmosphere and a mood. You know how to modify lighting, play around with composition, and add just the right amount of detail to develop a game space with plenty of personality.

You will closely cooperate with your superior(s) to maintain artistic consistency and vision for the game while building outstanding levels and scenes. You will represent the gameplay intentions as part of the graphic content and ensure that the integration of the work is in line with the technical constraints and artistic direction.

What you will do:

The main and routine functions of the Level Artist are to:

- Collaborate with level designers, lead artist and content director to discuss and understand game intentions and vision.
- Creating strong environment storytelling with set dressing.
- Perform artistic research (find written descriptions and visual references).
- Set up placeholders and submit modelling and texturing requests to artists.
- Find balance between artistic aspects and technical constraints.
- Integrate and build assets into the game engine to set and dress a polished scene.
- Ensure integrated work is aligned with the artistic direction and makes sense gameplay-wise (test and improve).
- Meet deadlines.

What you bring:

- College diploma in 3D Art techniques for video games or equivalent training or experience.
- At least 2-4 years of experience in modelling, texturing, lighting, image processing, or other relevant experience
- Knowledge of 3D software (e.g. 3DS Max or Maya) and optimization techniques
- Understanding of art fundamentals: lighting, composition, color theory, etc.
- Solid communication and interpersonal skills
- Curiosity, flexibility, and resourcefulness
- Ability to easily communicate in English.
- Creativity and a keen eye for detail!

Artists should enclose a portfolio or link to an online portfolio to their application. As part of the recruitment process, the candidates will be asked to perform an art test.

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 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. The application should include your resume, your portfolio, a cover letter including your earliest starting date, expected salary and why you would like to join us.

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