



Level Artist [Unannounced Project] (f/m/d)

Mainz - Full-time - 743999943724904

Apply Now:

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As our new Level Artist (f/m/d) at Ubisoft Mainz, you will take on a central role in our small interdisciplinary team and make a significant impact on the visual appearance of a yet unannounced project. You will be responsible for creating exceptional high quality indoor and outdoor scenes with the Unreal Engine.

What you will do:

- Design, prototype and implement stunning game worlds and environments.
- Create high quality assets and scenes to enhance the game's visual appeal.
- Prototyping and final propping of in-game scenes with a focus on mood and environmental storytelling.
- Scene management, asset integration and performance optimization.
- Create cinematic sequences/cut scenes.
- Set up atmosphere and lighting.
- Collaborate closely with the art and design team to develop an exceptional player experience.

What you bring:

- A minimum of 3 years' experience in the games industry; a shipped commercial title is a plus.
- Very good knowledge of Unreal Engine.
- A keen eye for composition, proportion, and sense of scale.
- Strong ability to tell stories through level art and propping scenes.
- Skilled in creating mood and atmosphere for game environments through lighting and composition.
- Solid understanding of industry-standard 3D modelling packages, as well as texture and material creation workflows.
- Ability to optimize the game world to meet performance requirements.
- Fluent in English, both verbally and written.

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

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 scenes.
- Examples of indoor and outdoor scenes.
- Examples of mood and lighting.
- Examples of environmental storytelling.
- Examples of style variety.

What 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
- Ubisoft Blue Byte Academy: We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops, and access to our training and development platform as well as to our in-house library
- Discounted and free games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Hybrid work model: Provides the flexibility to combine working from the studio and your home within Germany
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up to 350€ childcare support per child per month
- Company Pension Scheme: We offer an attractive company pension scheme
- Gym subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English and German online lessons for free: Good to know: Our main language in the studio is English
- 26 days paid vacation per year
- Corporate Benefits web portal: Employee discount program for affiliated retailers, shops, and service providers

Ubisoft offers the same job opportunities to all, without any distinction of gender, ethnicity, religion, sexual orientation, social status, disability, or age. Ubisoft ensures the development of an inclusive work environment which mirrors the diversity of our players' community.

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