



# Senior Environment/Prop Artist [Far Cry Brand] (f/m/d)

**Berlin - Full-time - 743999701884845**

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The Senior Environment/Prop Artist will be responsible for creating high quality 3D environment and the necessary assets.

Responsibilities:

- Creation of high quality 3D environment assets.
  - Integration of 3D assets into the game engine.
  - Close collaboration with the level designer and the concept artist to build the level.
  - Create high quality models and textures
  - Ensure performance and technical quality of 3D environment assets
  - Setup destruction, dynamic objects and other functionality of art assets
  - Optimization of assets to fit specific technical requirements
  - Cooperation with other Ubisoft teams all around the world on a daily basis
  - Mentor Junior and Intermediate Level Artists
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- A minimum of 5 years' experience as an Environment / Props artist in game development
  - Exceptional understanding of next gen asset creation workflows with the ability to modify and improve them
  - A keen eye for composition, shape, color and detail
  - Very good skills in Maya, 3DS Max, Zbrush and Photoshop.
  - Solid command of Substance Designer / Painter.
  - Being able to closely adapt a specific art style
  - Being used to work on tasks autonomously and to deliver results in time
  - Great communication skills and a positive attitude
  - Fluent in English, both verbally and written

We aim to have a wide and diverse range of profiles within our studio; thus, we are looking

forward to being surprised by your application. The most important quality for us is to be a strong team player with a resilient and positive attitude.

Portfolio requirements:

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 should 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 and props
- Examples of materials and high quality textures
- Show both organic and hard surface works
- Examples of style variety

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Share ideas! = Working in an innovative and international company

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal. Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).