



# Character Artist - VR [Unannounced Project] (f/m/d)

**Düsseldorf - Full-time - 743999705223884**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999705223884-character-artist-vr-unannounced-project-f-m-d-?oga=true>

As a character artist you will be creating AAA characters and character related assets in an art production team. You will be involved in the character creation process from start to finish, being responsible for sculpting, modeling, texturing and setting up AAA characters for the game. You will be working closely together with Technical Artists and Animators to push the visual and technical quality to the next level.

Primary Objectives:

- Development of high quality AAA characters and character related 3D assets
- Setting up and maintaining character production pipelines
- Close collaboration with the Art Director and Lead Artist to work within the visual style of the game
- Balance quality and efficiency of work to gain the best possible results within in the given time frame and technical constraints

Specific Tasks:

- Create high quality character models and textures
- Ensure performance and technical quality of 3D character assets
- Setup dynamics, meta data and create skinning for character meshes
- Integration of character assets into the game engine
- Cooperation with other Ubisoft teams all around the world on a daily basis

A minimum of 5 years' experience as a character artist in game development, with at least one AAA title shipped

- Exceptional understanding of next gen asset creation workflows with the ability to improve them. Understanding of high to low poly asset creation
- A keen eye for shape, color and detail
- Very good skills in Zbrush, at least one of the major 3D modeling packages (Maya, 3DS

Max) and Photoshop.

- Strong sculpting, texturing and painting skills
- Ability to create highly realistic characters that meet AAA standards
- Very good working knowledge with at least one AAA game engine
- Being used to work on tasks autonomously and to deliver results in time
- Fluent in English, both verbally and written

## BONUS

- Knowledge of Substance Designer / Painter is a plus
- Knowledge of Unity Pipelines a plus
- Knowledge of Marvelous Designer is a plus
- Having worked with scanned data is a plus.
- Good Animation and/or riggings skills are a plus (Maya, 3DS Max, MotionBuilder)
- Experience with outsourcing and co-development is a plus

## 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 realistic characters
- Examples of high quality materials and textures
- Show both organic and hard surface works

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.
- 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.
- 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.

If you want to grow with us and enjoy the game industry, we look forward to receiving your application including your availability, motivation and salary expectations.

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

Ubisoft Blue Byte GmbH

Studio Düsseldorf

Luise-Rainer Str. 7

40235 Düsseldorf

Geschäftsführer: Yves Guillemot

Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772