



# 3D Environment Artist - [Assassin's Creed VR] (f/m/d)

**Düsseldorf - Full-time - 743999744009978**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999744009978-3d-environment-artist-assassin-s-creed-vr-f-m-d?oga=true>

As Environment Artist you will be responsible for creating high quality 3D environment assets for production to bring life and detail to the immersive world we are building and the captivating stories we are unfolding for our players to entice their curiosity.

Primary objectives:

- Creation of high quality 3D environment assets
- Integration of 3D assets into the game engine
- Close collaboration with the Art Director and Lead Artist to work within the visual style of the game

Specific tasks:

- 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
  
- A minimum of 2 years' experience as an Environment / Props artist in game development
- Great understanding of next gen asset creation workflows
- A keen eye for composition, shape, color and detail
- Very good skills in Maya, 3DS Max, Zbrush and Photoshop
- Strong texturing and painting skills
- 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

Bonus

- Knowledge of Substance Designer / Painter is a plus

- Good Animation and/or rigging skills are a plus (Maya, 3DS Max, MotionBuilder)
- Experience with outsourcing is a plus
- AAA game experience 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 natural and realistic environments and props
- Examples of materials and high quality textures
- Show both organic and hard surface works
- Examples of style variety

Please ensure the link to your portfolio works before submitting your application.

## Studio Life

Looking to be part of a fun, creative and passionate workplace with a great work life balance? In our open, international and friendly environment you will work with some of the best craftsmen in the industry. Our state of the art studio will inspire you to go above and beyond to create experiences that will stay with the players.

We want to help you stay an expert in your field and have guest speakers from the industry, workshops, online learning platforms, in-studio library and paid self-study time. With team events, various clubs, gaming groups, free German classes, you will find friends from all over the studio to bond with.

## Living in Düsseldorf

[Düsseldorf](#) is a very multi-national city close to the border of Germany famous for its Japanese culture. A Japanese gardens, "Little Tokyo" area for Asian cuisine, and celebrating Japan Day along the River Rhine are a part of it's charm. Art Galleries and Museums can be found as well as the "Old City" - a lively area of bars and restaurants amongst traditional German architecture.

Two hours from Paris, Amsterdam, the UK & Hamburg - an excellent location to explore Europe even on a weekend. Nature parks offer a sanctuary for those needing a break from city life. More suburban areas surround the city for those looking for a more relaxed pace.

The application via our career portal must include your resume, and a cover letter (both in English) detailing your earliest starting date, salary expectations and motivation.

- Relocation Assistance provided
- Flexible work hours
- Monthly travel budget
- 26 days holiday, 11 days public holidays, 5 Care for your Sick Child days (all paid)
- Health Insurance (50% contribution paid by Ubisoft) and paid sick days
- Pension Scheme
- Gym subsidy
- Monthly childcare budget
- Discounted games & more

Diversity & Inclusion: (f/m/d = female, male, diverse) At Ubisoft we foster an inclusive environment. All applications are welcome!

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](#)

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Geschäftsführer: Yves Guillemot

Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772