



Senior Environment Artist (f/m/d)

Berlin - Full-time - 743999819475543

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As our Senior Environment Artist your contribution will be the creation of high-quality environment and prop assets with a full pipeline of 3D production, from block-out to integration into the game.

- Design, prototype and implement high quality AAA game environments for real-time games
 - Collaborate with Lead Environment Artists and Art Directors to ensure a high level of visual quality is met
 - Ensuring a productive and efficient workflow for the Level Art team through excellent internal and external communication
 - Establish a prospering art culture within the team, to strive for exceptional quality
 - Push the visual and technical quality of the project to the next level
 - Ensure that you meet the expected artistic and technical quality standards
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- A minimum of 5 years' professional experience creating Environments for games.
 - Proven experience on a least one shipped title as an Environment Artist
 - Excellent skill with composition and storytelling inside 3D space
 - Strong knowledge of at least one 3D software package (Maya / Max / Blender)
 - Good skill with Substance Painter and Photoshop.
 - Solid understanding of modular asset and texture creation.
 - Familiarity with current generation modelling techniques, such as face-weighted normals and trim sheet textures
 - Knowledge of high-poly modelling and texture baking pipelines
 - Understanding of PBR texturing principles
 - Familiarity real-time game editors (Eg: Unreal Engine) with node-based workflows
 - Ability to work with different art styles, from realistic to stylized.
 - Ability to work closely to references materials, with minimal need for oversight and direction

Bonus skills:

First knowledge of Marmoset Toolbag and Substance Designer

We want to build a studio in which everyone feels at home. We believe people do their best

work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits which we hope helps you settle into your life in Berlin:

Your benefits:

- 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 approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- 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.
- English and German classes for free. Main language in the studio is English.

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.

For further information please check bluebyte.de and berlin.ubisoft.com