

Vacancy: Graduate or above Environment Artist

Role Description

Date

15th September 2017

Job Description

Virtual Arts Ltd is a virtual reality and augmented reality studio focused on games and experiences for mobile. We are developing our technology from scratch and we are hiring experienced content creators that can cover different areas of software development.

This role is for an Environment Artist who wishes to be a part of a dynamic team of Senior and Junior Professionals. You will help achieve high visual quality, performance and reliability.

What you will be doing:

- Creation of high quality 3d environment art based off of concept art and photo reference
- Assess and plan out the space, with consideration of narrative and visual storytelling
- Create fully functional assets which can be shared across the project and respect the technical and artistic constraints
- Fully realize a space with the assets available to tell an interesting and varied story
- Integrate the produced elements, objects and textures into the scene
- Reference game design documents and develop an in-depth knowledge of the environments, objectives, atmospheres, story and style to create scenes
- Understand and help steer best practices, production pipelines and workflows
- Assist with developing the look of a sequence
- Optimize content for memory and performance gains
- Work closely with the other Artists to ensure visual consistency and to maintain the quality of all projects
- Be involved in the development and rendering of artwork, modelling, animation and texturing when required
- Developing new technologies for virtual reality and augmented reality (engine, tools, libraries).
- Research new technologies and push the limits of the hardware and Virtual Reality techniques.
- Learn about techniques and technologies and implement them in an efficient way.
- Performance analysis and optimizations (both on PC and mobile).
- Contribute to our regular planning and roadmap.
- Test internal code and products
- Communicate Environment development status and risks to stakeholders
- Support marketing efforts (e.g. social media and blogs)

We promote learning and expansion, depending on desire and ability you might be asked to contribute in the following areas:

- Characters
- Environments
- Props
- Art direction
- Scripting and workflow improvements

We have also open positions for graphics experts as well as a Junior Animator and a Technical Artist.

Skills & Requirements

- Experience as an Environment Artist or other relevant experience
- Excellent artistic ability
- High-low poly baking
- Expertise in 3ds Max and industry standard software packages such as Maya, Photoshop etc.
- Technical proficiency in areas of 3D art
- Understanding of lighting materials and how they behave in the real world and how this applies in games and animations
- Understanding of effective asset creation and optimization
- Understanding of art/animation game pipeline workflows and texturing tools
- Ability to understand and communicate technical issues from an aesthetic point of view
- Team oriented with a hands-on approach
- Code optimization/runtime analysis (on mobile devices is a plus)

Knowledge of the following technologies would be desirable:

- Modular asset creation, whiteboxing, physically based rendering, sculpting, etc.
- Substance Painter/Designer
- Pre-baked lighting experience
- Experience working with game engines and their limitations
- Android native development
- Game development
- Tools development

Location

We are headquartered in Cambridge (UK) but will consider remote working for the right candidate.

If working remotely, candidates must be prepared to travel to Cambridge approximately twice per month for the first 6 months.

Overseas candidates will also be considered.

Remuneration

Competitive salary, benefits package and equity.