

Vacancy: Junior or above VFX 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 a FX 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:

- Create unique and high quality visual effects for games, animations and interactive experiences
- Assist with developing the look of a sequence
- Explore and recommend new FX techniques and software
- Contribute to and help steer the department's FX workflow and pipeline
- Streamline modelling, texturing and visual effects
- 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 FX development status and risks to stakeholders
- Support marketing efforts (e.g. social media and blogs)

In your job you or your team (depending on skillset) will be working on areas like:

- 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

- Ideally 3+ years industry experience
- Excellent artistic ability
- Excellent knowledge of FX techniques, workflow and software (Houdini, Maya, RealFlow etc)
- Knowledge of lighting, particles, shaders and shader techniques
- knowledge of industry standard software packages such as Photoshop etc.
- Proactive in picking up and providing feedback for proprietary FX tools
- 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)

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

- Knowledge and understanding of Fluid Simulators (Fire & Smoke)
- Experience with a scripting language (e.g. Mel, Python)
- Shader writing (e.g., HLSL.)
- 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.