



VFX Artist [Far Cry Brand]

Berlin - Full-time - 743999716765130

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As a VFX Artist you will be responsible for creating cutting-edge special effects for our games including particle effects, dynamic simulations and shader effects.

- Work collaboratively with game designers and artists to support gameplay and game environments with high-quality real-time effects
- Collaborate with the Art Director to define a visual style for VFX
- Cooperate with other Ubisoft teams around the world on a daily basis
- Ensure that VFX assets are built efficiently and perform within budgets

We aim to have a wide and diverse range of profiles within our studio; thus, we are looking forward to being surprised by your application. The most important quality for us is to be a strong team player with a resilient and positive attitude.

General job requirements

- A minimum of 2 years' experience as a VFX Artist in game development
- Strong understanding of particle systems, shaders and procedural animation.
- Proficiency in one or more 3D content creation package e.g., Maya, 3ds Max, Houdini FX, Blender etc.
- A keen eye for motion, compositing, and animation
- Extensive experience creating visual effects for real-time applications
- Ability to work within a variety of art styles
- Be forward thinking and anticipate the needs of your project
- High degree of self-motivation and initiative
- Ability to communicate constructively with positivity and respect for others
- Ability to give and receive feedback and drive the iterative process
- Fluent in English, both verbal and written

Nice to have

- Visual scripting experience

- Experience in Houdini FX
- Experience with animation, modeling and texturing
- Experience writing shaders in a shading language such as HLSL
- Being an avid gamer 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.

Your portfolio should contain detailed breakdowns of your work. It should be very clear what you, the applicant, are responsible for in the work you submit.

Your portfolio should contain the following:

- Examples of realistic particle effects e.g., explosions, fire, waterfalls
- Examples of stylized or fantastical effects e.g., spells, holograms
- Examples of rigid or soft body dynamics
- All examples should ideally be real-time effects rendered in a game engine

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care, company pension scheme
- Share ideas! = Working in an innovative and international company

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