



3D Environment / Prop Artist - [Splinter Cell VR] (f/m/d)

Düsseldorf - Full-time - 743999721824270

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<https://jobs.smartrecruiters.com/Ubisoft2/743999721824270-3d-environment-prop-artist-splinter-cell-vr-f-m-d-?oga=true>

The Environment / Prop Artist will be responsible for creating high quality 3D environment assets for production to bring life and detail to the worlds we are building together.

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
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- 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

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

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 half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the NRW region.
- Flexible Working Hours: We have core working times between 10:00 AM - 04:00 PM and the distribution of the other hours is up to you.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- Company Pension Scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- 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.
- Lunch & Breakfast Service. Enjoy fresh discounted meals each day.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.

- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- English and German classes for free. Main language in the studio is English.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.

We offer a highly interesting challenge for a team player including the possibility to show personal initiative. If you are passionate about video games and VR and would like to work with like-minded professionals in an international team, please apply via our career portal.

The application must include your resume, portfolio, and a cover letter detailing your earliest starting date, salary expectations and motivation

For further information please check www.bluebyte.de and 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