



# Level Artist [Avatar Project] (f/m/d)

**Düsseldorf - Full-time - 743999752432886**

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## Avatar

As part of the Avatar Project, you will play an instrumental role in bringing to life the beautiful and dangerous world of Pandora. This is a unique opportunity to keep growing your experience in games while working hand in hand with Disney's creative minds and James Cameron's production company, Lightstorm Entertainment.

## What You'll do

As our new Level Artist you you'll have the ownership over creating exceptional high quality game environments with the Ubisoft inhouse engines.

- Design, prototype and implement stunning game worlds and environments for our projects.
- Creation of high quality assets and scenes
- Close collaboration with the Art team and the Level Design team to develop an exceptional player experience
- Asset briefing, prototyping and final propping of in-game scenes with a focus on mood and environmental storytelling
- Cooperation with other Ubisoft teams all around the world on a daily basis
- Scene management, asset integration and performance optimization

## What you bring

- 3+ years' experience in the games industry
- At least one shipped commercial AA or AAA title
- A keen eye for composition, proportion and sense of scale
- Strong ability to tell stories through level art and propping scenes
- Skilled in creating mood and atmosphere for game environments (lighting, composition etc.)
- Solid understanding of industry standard 3D modelling packages as well as texture & material creation workflows
- Ability to optimize the game world to meet performance requirements
- Being used to work on tasks autonomously and to deliver results in time
- Be forward thinking and anticipate the needs of your project with a high degree of self-motivation and initiative

- Ability to accept feedback and adapt to change
- Great communication skills and a positive attitude
- Fluent in English, both verbally and written

## Bonus

- Very good modeling and digital sculpting skills are a plus (Maya, 3DSMax, Zbrush, Mudbox)
- Knowledge of Substance Designer / Painter is a plus
- Experience with outsourcing is a plus

## What we Bring

- Relocation and Visa Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and 11 bank holidays
- Company Pension Scheme.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- Up to 350€ childcare support per child per month.
- Discounted Games & all Ubisoft games released on PC
- 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€
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- German classes for free. Main language in the studio is English.
- All Legal residents of Germany are entitled to free public healthcare

## PORTFOLIO

For us to review your application it would be great to see a portfolio of your work together with your application.

It would be great if it contain:

- A detailed shot breakdown of your work, including what you are responsible for in your reel, portfolio, screenshots etc.
- Examples of natural and realistic environments scenes
- Examples of mood and lighting
- Examples of environmental storytelling
- Examples of style variety