



Senior Lighting Artist [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999786374220

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The Role

As a Lighting Artist you will work in a cooperative, international, cross-disciplinary team environment. You possess solid artistic skills, including a thorough understanding of colour theory, composition, light, and form. You have a strong ability to learn and utilize new toolsets to solve technical problems and improve performance.

What you'll be doing

- Develop high-quality game-ready lighting in collaboration with Art Direction.
- Provide creative direction and feedback to concept artists on defining the mood for the project.
- Create and iteratively develop visual ideas from prototype to in-game.
- Work closely with fellow artists, programmers, animators, game designers and sound designers to help create high quality in-game lighting that supports gameplay objectives.
- Work with the cinematics team to create lighting solutions that adapt to their needs.
- Work with Technical Art and Programming teams to anticipate and solve complex technical challenges within given constraints and visual requirements.
- Contribute to the development and placement of special effects related to lighting and atmosphere, such as light flares, fog, God-rays and camera optics.
- Prototype the use of innovative lighting techniques to reach challenging visual targets.
- Prioritize, plan, and organize lighting domain tasks with the Producer/Associate Producer as well as identify risks within the schedule and suggest changes.
- Identify and set up best practices of production workflows for cross-discipline topics involving lighting.

What you'll bring

- You have an expert understanding of color theory, composition, lighting theory and form.
- You have a good understanding of rendering and post process techniques for real-time rendering.
- You have a good understanding of cinematic workflows for lighting and post processing.
- You have a good understanding of physically based rendering (PBR) and basic knowledge of shaders.

- You can solve technical problems and improve performance, develop new tools and workflows alongside engineers.
- You have experience with V-Ray/Arnold or similar rendering software.
- Great communication skills, and a proactive and solution-oriented attitude.
- Good English verbal skills, both orally and in writing.

Relevant Experience

- 5+ years as a Lighting Artist or relevant experience with significant involvement with at least 1 published title and exposure to a full project life cycle.

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits which we hope helps you settle into your life in Berlin:

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 approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- 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.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- English and German classes for free. Main language in the studio is English.

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