



Lead VFX Artist [Unannounced Project]

(f/m/d)

Berlin - Full-time - 743999786394041

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The Role

As Lead VFX Artist you will drive the creation of high-quality visual effects with the collaboration of the creative direction of the game. You will work closely with the tech art team to define technical budget constraints; and be a champion for performance. As lead you will inspire, manage, and develop the VFX team.

What you'll be doing

- Create high-quality environmental, gameplay, and cinematic effects.
- Collaborate with the Art Director to ensure the VFX is aligned with the defined vision.
- Give mentorship and clear direction for the aesthetic and technical requirements to more junior members of the team.
- Research and develop innovative VFX solutions adapted to the needs of the project.
- Identify and set up the best workflow and pipeline practices.
- Together with the technical art team, you'll investigate and develop optimized VFX solutions to achieve the highest quality level within the limitations of the platform and project.

What you'll bring

- 5 years of Real-Time VFX experience, having shipped at least 1 title.
- You have expert knowledge of game engine particle editors and tools, texture and shader creation, and 3D DCCs.
- Experience in a leadership role, or the desire to grow into that position.
- You navigate through ambiguity and embrace change with a positive mindset.
- Your communication skills are excellent; you can clearly explain and document concepts, give feedback to internal artists and are fluent in English both written and verbally.
- You find it easy to collaborate with other departments and be a bridge between your areas of expertise to enrich gameplay, accessibility, and the player experience.
- You are organized and have the experience to deliver time estimates for VFX deliverables, participating in the planning for the project's visual effects.

Please include a link to your portfolio with your application.

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