



Technical Artist [Rainbow Six Siege] (f/m/d)

Mainz - Full-time - 743999809262894

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The Technical Artist will be responsible for various interface solutions with utilization of corporate development tools, creating visual particle effects for these solutions with the use of a corporate particle editor, working on pipeline and solutions documentation.

What you will do:

- Develop new and improve existing UI modules and solutions
- Work together with artists on required visual effects
- Recognize inefficiencies and pipeline issues and identify solutions
- Daily support for Art and Tech teams.
- Enabling other team members to achieve tasks in an efficient & consistent manner
- Create, validate and implement appealing and optimized particle VFX
- Working with developing tools & scripts for corporate game engines
- Creation & maintenance of documentation for Technical Art features and tools to provide for the team

What you bring:

- Game engines knowledge and integration experience (Unreal Engine, Unity 3D, etc)
- Particle VFX experience
- Knowledge of tools used in the parametric creation of nodes
- Understanding of art optimization techniques
- Experience and understanding of art/animation pipelines for game engines
- A great ability to think creatively to overcome technical challenges
- Great communication and teamwork skills and a positive attitude
- strong organizational skills

*Nice to have:

- *Shader writing or shader building skills is a plus*
- *Experience in video-game production and data management is a plus*
- *Knowledge of Photoshop, 3DMax, Substance Designer, Blender a plus*

Your benefits

- Relocation support: We offer financial support in form of a cash allowance and assistance with accommodation search 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, as well as approximately 12 bank holidays in the Mainz 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.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops and access to our training and development platform.
- Self-study and training hours (half a day per month): You have access to our in-house 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: Discount on employee game orders & free Ubisoft games on Ubisoft Connect.
- 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.
- Borrow a bike for free: Discover the city from a new perspective.
- English and German classes for free. The main language in the studio is English.
- Free fruit, vegetables, coffee, tea and water. Enjoy some vitamins and beverages in our office.

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For further information, please check <https://mainz.ubisoft.com/en/>