



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

**Berlin - Full-time - 743999809271988**

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As a Senior Environment Artist, you will be responsible for designing, prototyping and creating high quality 3D game environments, utilizing in-house Ubisoft tools and engines.

You will also support and guide other Environment Artist's on the team to achieve great results.

What you'll do

- Design, prototype and implement high quality AAA game environments for real-time games
- Collaborate with Lead Environment Artists and Art Directors to ensure a high level of visual quality is met
- Work alongside Concept Artists and Prop Artists to define what assets are needed for a particular environment
- Taking ownership over areas or aspects of an environment and driving them through to completion
- Proactively assist in designing, implementing, and maintaining the Environment Art creation pipeline and companion documentation
- Collaborating and communicating with external Ubisoft studios and outsource partners
- Support and mentor Artists within the team

What you bring

- A minimum of 5 years' professional experience creating Environments for games
- Proven experience on a least one shipped title as an Environment Artist
- Excellent skill with composition and storytelling inside 3D space
- Strong knowledge of at least one 3D software package (Maya / Max / Blender).
- Good skill with Substance Painter and Photoshop
- Solid understanding of modular asset and texture creation
- Familiarity with current generation modelling techniques, such as face-weighted Normals and trim sheet textures
- Knowledge of high-poly modelling and texture baking pipelines.
- Understanding of PBR texturing principles
- Familiarity real-time game editors (Eg: Unreal Engine) with node-based workflows

- Ability to work with different art styles, from realistic to stylized
- Experience collaborating with Level Designers
- Fluent in English, both verbally and written

#### Bonus points for

- Some knowledge of Marmoset Toolbag.
- Some knowledge of Substance Designer.

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](https://bluebyte.de) and [berlin.ubisoft.com](https://berlin.ubisoft.com)