



# **(Senior) Technical Artist (f/m/d) - Kolibri Games**

**Berlin - Full-time - 743999925610103**

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(Senior) Technical Artist (f/m/d)

We are looking for a Technical Artist to join us and work with one of our games, which is played by millions of players. You will be actively contributing to the ongoing development of new features, directly impacting hugely popular games and bringing the visual quality to the next level. Working in an agile and fast-paced environment, you will be supporting our teams by:

## Responsibilities

- Solve complex technical challenges to ensure both the quality and performance of our mobile games
  - Work alongside our Artists and developers, sharing knowledge and mentoring others
  - Create tooling and pipelines to define how art goes from creation to implementation in the game
  - Implement high-quality UI and Animations
  - Make decisive choices on technical constraints and look for effective solutions for the wider team
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- A minimum of 3 years experience in a Tech Art role working in Unity, on commercially released products
  - Expert-level knowledge of the Unity game engine, particularly optimization, VFX, shaders, and render pipelines.
  - Software development experience in C# and Python
  - Detailed knowledge of art creation packages, including Photoshop, Blender, and other industry-standard tools like Spine.
  - Experience creating Animations both in 3D and for UI