



# Senior Level Artist (f/m/d)

**Düsseldorf - Full-time - 743999995725946**

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As our new Senior Level Artist (f/m/d) at Ubisoft Düsseldorf, you will be responsible for creating exceptional high quality and playable game environments with our Ubisoft in-house engine.

## What you will do:

- Support Level Design with your artistic vision and experience, prototype and implement stunning game worlds and environments for our projects.
- Creation of high-quality level art content to setup the benchmark in respect of technical constraints and artistic direction.
- Define, manage and delegate out resources from creation to placement.
- Assess artistic content with Lead Artist and establish time and planning estimates by priority and level.
- Share technical and artistic knowledge to mentor junior members of the team.
- Be a reference for the level art team in relation to various artistic elements and find solution to complex issues that arise.
- Close collaboration with the Art Teams and the Level Design Team to develop an exceptional player experience.
- Communicate and collaborate with key stakeholders to confirm task direction and ensure consistency of work within the team.
- Documentation, asset briefing, set-up placeholders and final beautification of in-game scenes with a focus on mood and storytelling.
- Cooperation with other Ubisoft teams all around the world on a daily basis.
- Scene management, asset integration and performance optimization.

## What you bring:

- A minimum of 5 years' experience in the games industry.
- At least one shipped commercial AAA title.
- Being used to work on tasks autonomously and to deliver results in time.
- Be forward thinking and anticipate the needs of your project with a high degree of self-motivation and initiative.
- Ability to accept feedback and adapt to change.
- Willingness to share your experience with other artists and drive to grow.

- Drive to push the limits of current workflows and seek ways to improve them.
- Fluent in English, both verbally and written.
- A keen eye for composition, proportion, and sense of scale.
- Strong ability to tell stories through level art.
- Understanding and skills in lighting.
- Solid understanding of industry standard 3D modelling packages as well as texture & material creation workflows.
- Ability to work with level art specific techniques like scattering, terrain blending etc.
- Solid understanding of Level Design.

### What to send our way:

- Your CV, highlighting your education, experience and skills.
- A cover letter including your earliest starting date, expected salary and why you would like to join us.

### Portfolio:

It is required that you submit a portfolio of your work with your application. You may do so by providing a link to an online portfolio (preferred), or attaching documents to your resume.

All portfolios must contain a detailed shot breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, portfolio, screenshots etc. The portfolio should contain the following:

- Examples of stylized and realistic environments scenes.
- Examples of mood and lighting.
- Examples of environmental storytelling.
- Examples of style variety.

### What we offer:

- 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
- Ubisoft Blue Byte Academy: We offer 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 as well as to our in-house library
- Discounted and free games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Hybrid work model: Provides the flexibility to combine working from the studio and your home within Germany
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up to 350€ childcare support per child per month
- Company Pension Scheme: We offer an attractive company pension scheme

- Gym subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English and German online lessons for free: Good to know: Our main language in the studio is English
- 26 days paid vacation per year
- Corporate Benefits web portal: Employee discount program for affiliated retailers, shops, and service providers

Ubisoft offers the same job opportunities to all, without any distinction of gender, ethnicity, religion, sexual orientation, social status, disability, or age. Ubisoft ensures the development of an inclusive work environment which mirrors the diversity of our players' community.

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