

Stellenangebot vom 05.10.2018

## Level Art Intern [Anno 1800] (f/m)

|                        |                                |
|------------------------|--------------------------------|
| Fachrichtung:          | Game Designer / Level Designer |
| Art der Beschäftigung: | Praktikum                      |
| Eintrittsdatum:        | ab sofort                      |
| PLZ / Ort:             | 55116 Mainz                    |
| Land:                  | Deutschland                    |

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### Firmendaten

|                      |                               |
|----------------------|-------------------------------|
| Firma:               | <b>Ubisoft Blue Byte GmbH</b> |
| Straße & Hausnummer: | Adlerstraße 74                |
| PLZ / Ort:           | 40211 Düsseldorf              |



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### Ansprechpartner

|                      |                            |
|----------------------|----------------------------|
| Name:                | Remigius Parij             |
| Position:            | Human Resources Spezialist |
| Straße & Hausnummer: | Adlerstraße 74             |
| PLZ / Ort:           | 40211 Düsseldorf           |

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### Job-Beschreibung

#### COMPANY DESCRIPTION

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft has development studios in 28 countries and sells video games in more than 55 countries around the globe. We are committed to delivering high-quality, cutting-edge video game titles to players. In our German offices in Düsseldorf, Mainz and Berlin, we are working on brands like "Tom Clancy's Rainbow Six Siege", "Far Cry", "Avatar", "For Honor", "Skull & Bones", "The Settlers", "Anno" and many more.

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Quinke Networks GmbH  
Bei den Mühlen 70  
D-20457 Hamburg

In order to continue delivering highly qualitative and innovative game experiences we are looking for a motivated and passionate

### **Level Artist Intern [Anno 1800] (f/m)**



This position will be located at **Ubisoft Blue Byte, Mainz (Germany)**.



### **JOB DESCRIPTION**

- Designing, prototyping and creating a breathtaking game world within the inhouse engine
- Working closely with the Art team to realize a believable and breathtaking environment world



### **QUALIFICATIONS**

- Strong creativity and an eye for details
- Basic skills in creating 3D environment worlds
- Basic skills in using current-gen 3D level editing software
- Basic texturing skills
- Good knowledge of the English language
- Level Design skills is a plus
- Worldmachine skills is a plus
- Photoshop and Mudbox skills is a plus



### **ADDITIONAL INFORMATION**

Your benefits:

- Flexible work hours
- Access to various Internal & External training courses, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, special conditions for gym membership and support for child care
- Free Bike rental or lease your own bike
- Working in an innovative and international company



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 games and

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Applications should include Cover Letter, CV with your ☐ earliest starting date and salary expectations. Please attach meaningful work samples.  
For further information please check [www.bluebyte.de](http://www.bluebyte.de)

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Ubisoft Blue Byte GmbH  
Human Resources  
Römerpassage 1  
55116 Mainz

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