

Stellenangebot vom 05.10.2018

Junior Level Artist [Anno 1800] (f/m)

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

Firmendaten

Firma:	Ubisoft Blue Byte GmbH
Straße & Hausnummer:	Adlerstraße 74
PLZ / Ort:	40211 Düsseldorf



Ansprechpartner

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

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

Junior Level Artist [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 excellent eye for details
- Good skills in designing and creating 3D environment worlds
- Good texturing skills
- Good skills in using Mudbox or similar sculpting package
- Proficient in using current-gen 3D level editing software
- Ability to prioritize assignments and working in time constraints
- Good knowledge of the English language
- Level Design skills is a plus
- Work experience inside game industry is a plus
- Worldmachine 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



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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 would like to join an industry leader - please apply via our careers portal.

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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

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Ubisoft Blue Byte GmbH
Human Resources
Römerpassage 1
55116 Mainz

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