

Stellenangebot vom 10.03.2022

VFX Artist (m/f/x)

Fachrichtung:	Art / Layout / Illustration
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	52146 Würselen
Land:	Deutschland

Firmendaten



Firma:	EGOSOFT GmbH
Straße & Hausnummer:	Heidestrasse, 4
PLZ / Ort:	52146 Würselen

Ansprechpartner

Name:	Bernd Lehahn
Position:	Geschäftsführer
Straße & Hausnummer:	Heidestrasse, 4
PLZ / Ort:	52146 Würselen
E-Mail:	bernd@egosoft.com

Job-Beschreibung

Egosoft, the creators of the popular X space simulation game series, are looking for an experienced **VFX Artist** to work with us on the future of the X series.

As a VFX artist at Egosoft you will drive and refine the gameplay and environmental effects in our games and ensure their efficiency as well as visual quality. You will work in close collaboration with the Lead Artist as well as the other members of the art team.

You are confident in using the necessary tools and you strive for high standards. You document and share your progress as well as identify difficulties that arise, react in a solution-oriented manner and support your colleagues with advice and assistance.

This is a full-time position based in Würselen, Germany, and available immediately.

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Bei den Mühlen 70
D-20457 Hamburg

Relocation assistance is offered.

General requirements:

- Able to proactively gather feedback from the entire team and translate it into your field of expertise
- Open to close-knit teamwork, both locally and online
- Fluent in written and spoken English
- Proactive and customer-oriented work approach
- Good communication skills
- Good time management and self-motivation skills
- Passionate about sci-fi, space and video games

Your skills:

- Minimum of 2 years of VFX experience in the games industry
- Strong skills in Blender
- 3D modelling skills to create meshes required for VFX
- Experience in dynamics, modelling, lighting, image processing
- Real-time VFX skills, including timing, composition, colour and how VFX provide gameplay feedback
- Good understanding of how to optimize VFX for memory and performance while maintaining visual quality
- Good eye for creating realistic particle effects

Nice to have:

- Ability to communicate an artistic vision
- Experience in Fork Particle Studio
- Experience with XML file structures
- Experience with node-based material generation workflows
- Experience with planning and documentation software (Jira / Confluence)

Why us?

Egosoft is one of the most long-standing companies in the German games industry. As a fully independent company, we have been focusing on the development of the X game series (space simulation / sandbox) for over 20 years. Our international team enjoys direct lines of communication, flat hierarchies, employee-friendly working conditions, a high degree of flexibility and competitive salaries. In a familial environment, we rely on teamwork to achieve our common goals.

Located in the vibrant Meuse-Rhine Euroregion, the company location benefits from a fascinating, cross-border European diversity and an associated high quality of life - regardless of whether you ultimately want to live in Germany, the Netherlands or Belgium.

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Interested?

To apply, please send your CV, portfolio and cover letter, including your salary expectations, to jobs@egosoft.com. Please be informed that we reserve the right to contact only selected applicants.

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