

Stellenangebot vom 16.11.2023

## Senior Technical Artist

Fachrichtung:	Art / Layout / Illustration
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	Den Haag
Land:	Niederlande

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### Firmendaten

Firma:	<b>Paladin Studios</b>
Straße & Hausnummer:	Saturnusstraat 60, Unit 76
PLZ / Ort:	2516 XZ Den Haag



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### Ansprechpartner

Name:	Sacha Blom
Position:	Marketing & Recruitment Coordinator
Straße & Hausnummer:	Saturnusstraat 60, Unit 76
PLZ / Ort:	2516 XZ Den Haag

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### Job-Beschreibung

You are an artist that bridges the gap between art and code. As a Technical Artist you make sure that the game looks beautiful and runs smoothly. You push the visual quality of the game, while maintaining stability and high frame rates. You walk the line between creative vision and technical systems of the game and are a bridge between artist and programmers. You feel at home when you work on visual fx, lighting and shaders.

□

#### RESPONSIBILITIES

- Create and implement great looking shaders
- Create tools and pipelines that streamline art production
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Create textures, special effects, and other supporting visual assets

- Set up game objects that are easy to use and efficient
- Work closely with programmers and artists to improve the quality and processes

□

## ROLE-BASED □ SKILLS

### What we are looking for:

- Able to create visual effects in Unity
- Knowledge of real-time 3D rendering techniques
- Knowledge of node based shader editors & physically-based rendering
- Able to set up the art (and technical) pipeline at the start of a project
- Experience with repositories like SVN or GitHub

### What could help:

- Experience with modelling, texturing and animation
- Experience with programming or scripting
- Experience with Unreal and/or other engines
- Optimize the game for all devices
- Deliver technical animations for in-game characters and animated objects

### Soft skills

- **Strong Communicator:** You speak the language of multiple disciplines and can easily translate ideas for others to understand
- **Creativity:** You are able to come up with original and innovative ideas and solutions or implement those from someone else
- **Accountability:** Taking responsibility for your own actions and sharing those of your colleagues
- **Curiosity:** □ Driven by problem solving and clearing the challenges ahead

### Qualifications

- A strong passion for making □ games
- You are willing & able to work at our basecamp in The Hague 3 days a week
- You read, write and speak excellent English
- Able to work 32-40 hours per week

### Are you qualified?

We have set this position up with the idea of hiring a senior, but we would much rather read your application than miss out on a great candidate. So please apply if you are interested!

□

## CULTURAL COMPETENCIES

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Paladin has five core values that we're looking for in team members:

- Kaizen: We make positive changes on a regular basis
- Spark: We leave a mark, providing a positive experience for everyone involved
- Wholehearted: We love the work we do, and we commit to our work
- Fellowship: We are in this together
- Autonomy: We make decisions and take responsibility for our actions



## **WE OFFER**

- Being part of a highly motivated and skilled team
- Positive, healthy work environment
- 25 days of vacation and 5 additional national holidays per year
- Coaching, training and other opportunities for personal development
- Competitive salary, a pension plan, bonus scheme, participation plan and other benefits
- Partial remote work and flexible hours
- Relocation support

## **Salary**

At Paladin we have a career framework set up with levels and profiles per role. The salary ranges will differ per open position depending on the placement within the framework.

For this position we are open to discuss salary depending on the person and level of experience.

## **Our take on the post-Covid work situation**

We value our team spirit, a healthy work life balance and company culture. This is why we adopted a hybrid structure that allows us to work from home and in the studio. We are currently coming to the office two days per week. In the future this might change, but we expect to stay hybrid. We are committed to a hybrid studio culture, so we are not offering fully remote jobs.

We will offer support during the relocation process.



## **ABOUT PALADIN STUDIOS**

We create games that make people smile – be it a sweet twinkle, loud laugh, or evil grin.

Paladin is a game developer. Our basecamp is in The Hague. We are a team of 45+ knights and growing. Our mission is to create games with a spark, for players all over the world. We achieve this goal by being a world-class game studio with soul, that brings out the best in people. That means a studio filled to the brim with creativity, professionalism, and good vibes.

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Some of our recent games include:

- [Cut the Rope 3](#) ☐ Accept the challenge to explore uncharted lands with Om Nom and cute little Nibble Nom!
- [Nailed It! Baking Bash](#) ☐ Calling all home bakers to join in this chaotic baking competition!
- [Cut The Rope Remastered](#) - A remaster of the legendary Cut the Rope puzzle game!
- [Good Job!](#) - Climb the corporate ladder one office-themed puzzle at a time
- [Stormbound](#) – Tactical CCG combat with beautiful visuals
- [My Tamagotchi Forever](#) ☐ The 90s reborn on your smartphone!

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## HOW TO APPLY

Does this sound good? Awesome! To apply, please fill in the [application form](#).

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