

Joboffer dated from 03/31/2017

## VFX Artist (m/f) Full-time, on-site

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	63225 Langen
Country:	Germany

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### Company data

Company:	<b>Limbic Entertainment GmbH</b>
Street adress:	Heinrich-Hertz-Strasse 21
Zip Code / Place:	63225 Langen



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### Contact Person

Name:	Loren Bucioglu
Position:	
Street adress:	Heinrich-Hertz-Strasse 21
Zip Code / Place:	63225 Langen
E-mail:	applications@limbic-entertainment.de

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### Job description

Limbic Entertainment is looking for a talented VFX Artist (m/f) for an unannounced Unreal Engine 4 project.

For this position, we are seeking a person with a great passion for games and art in general, but also a good understanding of the technical aspects and requirements of VFX creation. You will work on the development of real-time effects and support our art and tech teams. Your responsibility will be the creation of stunning visual effects, including particle effects, physics simulation (including the dynamics/properties for rag dolls, chains, cloth behavior etc.) and potentially the development of shaders. This area requires an excellent feel for graphical visualizations, which play a very important role in our projects. In particular being able to polish effects and shaders, with a good eye for artistic aspects, is a key factor for us.

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**Your tasks will include:**

- ☐ ☐ ☐ Creating particle effects, meshes, shaders and destruction simulations
- ☐ ☐ ☐ Working closely with our technical artists, using a mix of third party and proprietary tools to set up art for optimal execution and display in our game engine
- ☐ ☐ ☐ Collaborating with key team members in the creation of in-game real-time effects
- ☐ ☐ ☐ Helping to define and optimize our effects pipeline by introducing new tools and scripts with the goal of reducing the manual workload
- ☐ ☐ ☐ Assisting our lighting artists and environment artists in creating the effects for game environments
- ☐ ☐ ☐ Delivering visual content on schedule and in line with the technical requirements
- ☐ ☐ ☐ Adding the final polishing to and tweaking already existing effects
- ☐ ☐ ☐ Fixing bugs and optimizing game assets and effects, while respecting performance requirements and the specifications of various platforms

**Requirements:**

- ☐ ☐ ☐ Accomplished FX artist with experience of working on at least one console title
- ☐ ☐ ☐ Experience of working with the Unreal Engine, especially Unreal Engine 4
- ☐ ☐ ☐ Ability to create amazing looking game art and effects
- ☐ ☐ ☐ Deep understanding of the technical limitations and requirements for in-game effects
- ☐ ☐ ☐ Highly experienced in one or more 3D applications (3ds Max, Maya etc.)
- ☐ ☐ ☐ Ability to respond elegantly to difficult changes in the creative direction, often late in the process
- ☐ ☐ ☐ A high level of self-motivation and the ability to work without direct supervision
- ☐ ☐ ☐ A passion for video games is mandatory
- ☐ ☐ ☐ Fluent in English
- ☐ ☐ ☐ EU citizen or a valid working permit for Germany is required

**What we offer:**

- ☐ ☐ ☐ A responsible and challenging position in a dynamic business
- ☐ ☐ ☐ Our team of more than 60 employees contributes to an enjoyable and cooperative working atmosphere
- ☐ ☐ ☐ Flat hierarchies make for quick decision-making
- ☐ ☐ ☐ Interesting game projects with many different, diverse and challenging tasks
- ☐ ☐ ☐ Appropriate remuneration

Please send your full CV and cover email to:

Ms. Loren Bucioglu  
applications@limbic-entertainment.de

For more information on Limbic Entertainment GmbH, please refer to  
<http://www.limbic-entertainment.de>.

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