

Joboffer dated from 03/31/2017

## Senior Level Artist / Environment Designer 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 and experienced Senior Level Artist for an unannounced Unreal Engine 4 project.

As a Senior Level Artist, you will enjoy artistic ownership of gameplay levels, pushing your aesthetical and technical skills to the limit. Your primary interest is in creating realistic worlds, exteriors and interiors, as well as natural landscapes. You will have already worked for several years in professional environments and shipped several products. With this experience, you will be a key player and a central spokesperson for the team. Working with and training colleagues will be a very important aspect of this position. You will have a strong sense of ownership of multiple-level design/art-related development steps and will be a main contact person for leads and management.

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**Your tasks will include:**

- ☐ ☐ ☐ Participating in the creation of ideas and plans for locations/levels
- ☐ ☐ ☐ Working with level designers to ensure solid gameplay on the levels
- ☐ ☐ ☐ Using external and UE4 terrain-creation tools to shape landscapes
- ☐ ☐ ☐ Visual passing on locations and cutscenes
- ☐ ☐ ☐ Lighting locations and cutscenes to enhance the mood and to help direct gameplay

**Requirements:**

- ☐ ☐ ☐ At least five years of industry experience in a level design/level art capacity with at least one published AAA title
- ☐ ☐ ☐ Experience with materials/shaders and their relationship to light
- ☐ ☐ ☐ Thorough understanding of architecture and nature
- ☐ ☐ ☐ Understanding of composition and the ability to enhance mood by lighting
- ☐ ☐ ☐ Ability to work well independently and within a team
- ☐ ☐ ☐ As a team player and problem-solver, keeping your cool even when dealing with temporarily high workloads
- ☐ ☐ ☐ Previous experience with the Unreal Editor is a plus
- ☐ ☐ ☐ Previous experience with open world environments is a plus
- ☐ ☐ ☐ Fluent in English
- ☐ ☐ ☐ EU citizen or a valid working permit for Germany

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**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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