

Joboffer dated from 03/31/2017

Outsourcing 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

Company data

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



Contact Person

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

Job description

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

We are looking for someone with a great passion for games and art. You will also have a good understanding of technical topics and the ability to create meaningful and descriptive briefings. One of the key tasks is capturing the essential aspects of specific art assets for our art outsourcing partners. You will work closely with our art director to collaborate on asset briefings and will give our external art production partners feedback. Along with our technical artists, you will be in charge of asset integration, making sure externally created assets live up to the initial concept.

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Your tasks will include:

- ☐ ☐ ☐ Collaborating with key team members to design game assets
- ☐ ☐ ☐ Creating briefings for external partners
- ☐ ☐ ☐ Leading external partners and providing meaningful feedback
- ☐ ☐ ☐ Working closely with technical artists, using a mix of third-party and proprietary tools to set up art assets for optimal presentation in our game engine
- ☐ ☐ ☐ Assisting level designers in their work on game environments whenever required
- ☐ ☐ ☐ Delivering content on schedule and within technical limitations
- ☐ ☐ ☐ Adding final polish and tweaking already existing assets
- ☐ ☐ ☐ Fixing bugs and optimizing game assets for the performance required and complying with specifications on various platforms

Requirements:

- ☐ ☐ ☐ Accomplished artist with experience of working on at least one console title
- ☐ ☐ ☐ Understanding of the technical limitations and requirements for in-game art
- ☐ ☐ ☐ Ability to create great-looking game assets
- ☐ ☐ ☐ Highly experienced in one or more 3D applications (3ds Max, Maya etc.)
- ☐ ☐ ☐ Experience of working with the Unreal Engine, especially Unreal Engine 4
- ☐ ☐ ☐ Additional conceptual artistic skills are a plus
- ☐ ☐ ☐ Ability to respond elegantly to difficult creative changes, often late in the process
- ☐ ☐ ☐ Self-motivated to solve creative problems
- ☐ ☐ ☐ A passion for video games is mandatory
- ☐ ☐ ☐ Fluent in English with excellent written and oral communication skills
- ☐ ☐ ☐ EU citizen or a valid working permit for Germany

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 a 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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