

Joboffer dated from 07/02/2018

## Senior Lighting Artist (m/f)

|                     |                             |
|---------------------|-----------------------------|
| Field:              | Art / Layout / Illustration |
| Type of employment: | Full-time                   |
| Entry date:         | immediately                 |
| Zip Code / Place:   | 20459                       |
| Country:            | Germany                     |

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### Company data

|                   |                             |
|-------------------|-----------------------------|
| Company:          | <b>Deep Silver FISHLABS</b> |
| Street adress:    | Ludwig-Erhard-Str. 1        |
| Zip Code / Place: | 20459 Hamburg               |



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### Contact Person

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|-------------------|--------------------------|
| Name:             | Christoph Hillermann     |
| Position:         | Director Human Resources |
| Street adress:    | Ludwig-Erhard-Str. 1     |
| Zip Code / Place: | 20459 Hamburg            |
| E-mail:           | jobs@dsfishlabs.com      |

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### Job description

#### Your Crew

Being part of small art team you will work in a positive and productive environment on state of the art 3D games for consoles. Collaboration and mutual feedback will help you to grow both on a professional as well as on a personal level.

Everyone at Fishlabs shares one common goal: to create a great visual experience - in a relaxed environment where team members have the time to learn from each other, and everyone plays an important role in the development of our upcoming state of the art games.

#### Your Mission

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- Working together with a dedicated team of Sci-Fi enthusiasts towards a common goal
- Cinematic lighting of space environments, gigantic space metropolises, vast asteroid fields and disasters of galactic proportions
- Creating an atmosphere inspired by blockbuster movies, with a focus on complex exterior lighting
- See your work come to life in the Unreal Engine on Playstation4

## Your Skillset

- You have demonstrated your ability to establish an atmospheric mood for at least one AAA production in the Unreal Engine
- Your work supports both visual quality and gameplay
- Strong understanding of lighting theory, lighting tools and pipeline
- Able to deconstruct lighting, materials, shaders and textures in a physically based renderer to establish appropriate color correct values
- Strong understanding of postprocessing in Unreal
- Excellent teamworker focussing on reaching a common goal, communicating, pushing quality and being proactive

## Mission Support

- *Here's to you!* Fresh fruit, free beverages and special conditions for gym membership
- *Do it!* Personal responsibility, freedom and short decision-making routes
- *The Unit!* Open office, friendly atmosphere and with professionals always willing to lend a hand
- *There you are!* Centrally located, bright and modern offices where creativity flourishes
- *Have Fun!* Of course play some games along the way
- *And what else!?* Learn [more](#) about your new professional homebase

We are looking forward to your application. To give us a more extensive first impression of you, a substantial application will be appreciated. The minimum content should be a short motivation letter and your CV. If you have questions regarding the application just drop us an e-mail at [jobs@dsfishlabs.com](mailto:jobs@dsfishlabs.com). An application via our [online tool](#) is preferred.

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