

Joboffer dated from 11/21/2019

Technical Artist (m/f/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	22453 Hamburg
Country:	Germany

Company data



Company:	Daedalic Entertainment GmbH
Street adress:	Hoheluftchaussee 18
Zip Code / Place:	20253 Hamburg

Contact Person

Name:	Martin Ditter
Position:	CFO
Street adress:	Hoheluftchaussee 18
Zip Code / Place:	20253 Hamburg
E-mail:	recruiting@daedalic.de

Job description

About Daedalic Entertainment

Daedalic Entertainment publishes and develops high-quality games for all platforms. The company has a diverse line-up of high-quality titles, including classic adventures, RPGs, and strategy and multiplayer games. With more than 80 employees, Daedalic is currently developing a new line-up of innovative games across consoles, PC and mobile platforms.

Among the AAA titles in production at the studio are the team-RTS A Year of Rain (PC), as well as The Lord of the Rings – Gollum (multiplatform). A Year of Rain combines classical elements like base-building and a comprehensive story campaign with hero-focused and team-oriented gameplay. The Lord of the Rings – Gollum is an action-adventure that tells the story of Gollum from a perspective never witnessed before in any storytelling media, all the

Games-Career.com is a service provided by:

while staying faithful to the legendary books of J.R.R. Tolkien.

Based in Hamburg, Germany, Daedalic is one of Europe's most acclaimed publishers and developers. With a total of 32 awards in the German Developers Award (including multiple accolades for "Studio of the Year") and twelve German Computer Game Awards for genre-defining games such as Deponia, Edna & Harvey, Silence, Shadow Tactics: Blades of the Shogun, Ken Follett's The Pillars of the Earth, The Long Journey Home, and State of Mind, Daedalic is a record holder for the two most prestigious games awards in Germany.

☐☐☐

Your Profile:

- Experience within the gaming industry is advantageous
- Experience with motion capture
- Knowledge of Maya or another similar program is required, further knowledge of similar 3D software tools is advantageous
- Knowledge of Zbrush and Photoshop
- Sound knowledge of the Unreal Engine 4, including Shaders, as well as a technical understanding of graphics
- Solid basis in design, from character to composition
- Understanding the procedure of a graphic pipeline
- A well-structured, independent and conscientious way of working
- You're a team player and have a healthy degree of curiosity
- Identification of visual problems, as well as providing solutions

☐

We offer:

- An exciting position with challenges and chances to live out your creativity
- An energetic and cheerful team
- Extensive space for personal development
- You will get the chance to positively influence the workflow and thus contribute to the studio's overall success

☐☐

Are you up to this challenge and would like to hone your skills and learn something new? In that case, please send your application, including all relevant data (cover letter, CV,

Games-Career.com is a service provided by:

credentials, work samples or similar references) in one PDF-file (max. 5MB) to jobs@daedalic.de (contact: Iris Wolfer).

☐☐☐

Games-Career.com is a service provided by:



Quinke Networks GmbH
Bei den Mühlen 70
20457 Hamburg / Germany