

Joboffer dated from 04/29/2020

VFX Artist

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

Company data

Company:	Flow Fire Games
Street adress:	Lotosweg 31
Zip Code / Place:	13467 Berlin



Contact Person

Name:	Alexander Luck
Position:	CEO
Street adress:	Lotosweg 31
Zip Code / Place:	13467 Berlin
E-mail:	jobs@flowfiregames.com

Job description

We are looking for a VFX Artist to work on a new unannounced HDRP Unity game project (Strategy, Combat, Apocalyptic Setting) and our Synthetik Franchise (Shooters).

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Qualification:

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- Must execute on particle effects, shaders and all surrounding
- *Should* ☐ be able to use external programs to create sprite sheets or similar for effects
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Must add value and new knowledge over basic tech art skills in case your primary skill is Tech art

- Has shipped a game before, we are looking for a very promising Junior, Regular or preferably Senior

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Perks:

- Self agency & flexible hours
- Above average pay
- Great opportunity for personal development with varied subjects and we will evolve our workflows
- Nice location in the center of the Berlin at Checkpoint Charlie (although move imminent)
- Working on games with focus on gameplay, replay value and substance and with a strong vision.
- Fast and optimized pipeline and framework within Unity for easy content creation
- Pros and Cons of a tiny team (8 people, scaling up)
- Your opinion matters and are valued even in other areas such as game-play
- Good hardware with 3-4 monitor setup and we can get what you'll need

The new game is a HDRP□Unity□project (If you like RTS, Shooters,□Weapons, Vehicles, you are at the right place)

(The old game used a 2D engine with pre-rendered Art)

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