Joboffer dated from 09/08/2021

Senior Unreal Engine Technical Artist (m/f/d) Nine Worlds Studios

Field:	Programmer: IT / Backend / Client / Web
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	81739 München
Country:	Germany

Company data

Company:	**Kalypso Media Group GmbH**
Street adress:	Wilhelm-Leuschner-Straße 11-13
Zip Code / Place:	67547 Worms

Contact Person

Name:	Nicole Göhrig
Position:	HR Managerin
Street adress:	Wilhelm-Leuschner-Straße 11-13
Zip Code / Place:	67547 Worms

Job description

Nine Worlds Studios in Munich, Germany, is a **newly formed game development studio** under the roof of Kalypso Media Group. Our experienced team of game development professionals works on internationally renowned IPs, creating fresh and innovative video game products for Next-Gen Consoles and PC. We're looking for development colleagues with a good sense of team spirit and a high standard of quality, to create great games for players worldwide.

As a member, you will work closely with the whole team and have a significant impact on our projects.

To support our team, we are looking for a **Senior Unreal Engine Technical Artist (m/f/d)**

Your profile:

- You are a passionate gamer
- You have experience with most of the above described tasks
- You have good knowledge with UE4
- You worked already at least 5 years in the games and/or software industry
- You participated in one or more complete development cycles
- You worked with versioning systems
- You have good communication skills in English

Your tasks:

- Implementation of the game's look and feel
- Creation of technical asset specifications
- Conception and implementation of game feedback and signs
- Setup and maintenance of asset pipelines
- Implementation of shaders and materials
- Implementation of Technical Animation with Animation Blueprints and/or procedural animations
- Creation of Visual Effects
- Setup & maintenance of the game's lighting and post processing
- Integration of assets and animations
- Implementation of user interfaces
- Analysis and evaluation of feature designs
- Work together with all departments to achieve the best result
- Support the team with your skills

We appreciate if you also have:

- Experience in different departments of game development, e.g. programming, modelling, etc.

What we offer:

- Work on an internationally renowned game IP
- Be part of a new but experienced team and shape the work environment
- A motivated, passionate and ambitious team
- Free coffee, milk and tea
- Ergonomic workplace with a fitting office chair, table and monitors
- We subsidize your train / public transport ticket
- A subsidy for lunch
- We offer the possibility of a company pension

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Interested ?

Please send us your CV and complete documents, Attn: Mr. Thomas Schneider