

## Joboffer dated from 09/25/2021

# Senior Level Artist (f/m/d) - freelance

Field: Art / Layout / Illustration

Type of employment: Full-time
Entry date: immediately
Salary: negotiable
Zip Code / Place: 10997 Berlin
Country: Germany

# Company data

Company: YAGER Development GmbH

Street adress: Pfuelstr. 5
Zip Code / Place: 10997 Berlin



## **Contact Person**

Name: Human Resources

Position:

Street adress: Pfuelstr. 5
Zip Code / Place: 10997 Berlin



# Job description

As a Senior Level Artist for YAGER's current project the Cycle, you are someone who loves creating beautiful environments and cares deeply about gameplay ability. In collaboration with Technical Artists and Production, you will assure that assets are beautiful as well as technically feasible while fitting into timeframe budgets.

We believe the best games are made by diverse teams and welcome applicants from all backgrounds.  $\Box$ 

#### Responsibilities

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Quinke Networks GmbH Bei den Mühren 70 20457 Hamburg/Germany



- Join a team of artists in the creation of breathtaking stylized 3D environments
- Deliver quality and timely work in accordance with the project's artistic and technical direction
- Collaborate with level designers to ensure your work on environments is aimed to support gameplay
- Work with producers to plan and maintain your deliverables
- Participate in the daily scrum and other agile processes of the team

### Qualifications

- 5+ years of experience in professional game development as an artist
- Having shipped at least one project in an artistic role
- Deep experience with asset creation tools
- Strong interpersonal and communication skills
- Ability to take and apply direction and work well in an interdisciplinary team environment
- · Ability to communicate effectively in English, both verbally and in writing
- Passion for videogames

#### **Desirable skills**

- Solid understanding and experience of the Unreal Engine
- Great understanding of stylization in all aspects of the artistic process

### **Employment details**

- Minimum 25-30 hours per week (weekdays and similar time zone)
- Contract
- Start: as soon as possible

If this sounds like you	ı, we are looking forwa	rd to getting to know you!

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