

Joboffer dated from 10/03/2021

## UE4 Technical Artist (f/m/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	10997 Berlin
Country:	Germany

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### Company data

Company:	<b>YAGER Development GmbH</b>
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



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### Contact Person

Name:	Human Resources
Position:	
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



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### Job description

Would you like to be part of a new IP packed with innovation where you can make an impact on the players' experience and leave a mark in the landscape of games?

We are currently seeking a talented and passionate UE4 Technical Artist to join our team behind our unannounced project, new IP, where gameplay experience is a unique blend of third-person shooting & melee combat, in an open world that lets you choose your own goals, together with others.

**You will be part of an experienced team that has a lot to offer and encourages you to grow with us together!**

### Responsibilities

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- Research, develop and improve content creation pipelines in collaboration with the respective departments
- Proactively provide team members with development support and help with troubleshooting
- Assist art and level design department in learning new technologies and processes. Create training files, examples and documentation.
- Review and evaluate current and emerging technologies and technical developments for potential use in our games
- Rapid prototyping of new features
- Monitor and optimize game performance in collaboration with the Art and Engineering departments

## Qualifications

- Strong knowledge of the Unreal Engine and current 3D graphics techniques
- 3+ year's experience as a Technical Artist in computer-generated art, preferably in game development
- Strong understanding of technical limits and excellent technical problem-solving skills
- Proficient in scripting and/or programming in Blueprints, Python and/or C++
- Knowledge of modelling, lighting, texturing/shading, rendering, rigging, skinning, in-game physics and special effects
- Experience with authoring tools such as Photoshop, 3ds max, etc.
- Ability to communicate effectively in English
- Passionate about videogames

## Employment details

- Full-time
- Status: employment
- Start: as soon as possible



## Benefits

### We support you all the way

Relocation bonus and ongoing support and assistance, occupational pension scheme

### We care about your well-being

Flexible working hours, fresh fruit and vegetables every day, hot and cold beverages of your choice, in-house massage, fitness Club membership, monthly company events, Berlin public transportation Jobticket

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Quinke Networks GmbH  
Bei den Mühren 70  
20457 Hamburg / Germany

We encourage continuous learning

Extensive games/books library, dedicated Talent Development Manager and participation at various game conferences

We know how to have fun

A variety of exciting Team Events, regular in-house social events, summer and Christmas Party, beer and soft drinks for Friday meetings.



**If this sounds exciting to you, and you love to work in a creative environment with people who are passionate about their work, we are looking forward to getting to know you!**

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