Joboffer dated from 10/03/2021

Senior 3D Environment Artist (f/m/d)

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

We are looking for a talented and experienced Senior Environment Artist to join our team and develop amazing games with us.

You will be joining the talented team behind a yet unannounced project, a F2P 3rd person co-op shooter aimed at hardcore players packed with innovation.

As a Senior Environment Artist, you will be expected to work independently on building well-designed levels and scenes as well as integrating assets in the engine. Work with us on creating amazing art and making a unique experience for our players.

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

Responsibilities

- Building well-designed levels and scenes
- Integrate assets for use in the game engine
- Create assets from proxy phase to final shippable quality
- UV mapping and baking
- Generating materials (PBR)
- Collaborate with level and narrative designers to create environments which balance aesthetics with playability and technical feasibility

Qualifications

- 3+ years of experience in professional game development
- A gifted eye for helping to develop and work within a designated artistic style, and to execute according to the overall art direction and project goals
- Experience with Unreal 4 tools and workflows including materials and content optimizations
- Excellent modelling skill using 3DSMax/Modo/Maya or similar, ZBrush
- Solid knowledge of composition and shape balance
- Adept propagation skills, specifically with modular asset-building sets
- Ability to take and apply direction and work well in a team environment
- Ability to communicate effectively in English, both verbally and in writing
- Passionate about videogames

Desirable skills

- Thorough understanding of shader creation
- Strong understanding of architecture
- Experience with procedural content creation using Houdini/Substance is a big plus

Employment details

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

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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

We encourage continuous learning

Extensive games/books library
Dedicated Talent Development Manager
Participation at various game conferences

We know how to have fun

A variety of exciting Team Events
Summer and Christmas Party
Beer and soft drinks for Friday meetings

If this sounds like you, and you love to work in a creative environment with people passionate about their work, please send us your application using our online form.