

Joboffer dated from 11/29/2021

## 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                     |

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### Company data

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



### Contact Person

|                   |                 |
|-------------------|-----------------|
| Name:             | Human Resources |
| Position:         |                 |
| Street address:   | 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.**

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### 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



### **Benefits**

### We support you all the way

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Quinke Networks GmbH  
Bei den Mühren 70  
20457 Hamburg / Germany

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.**

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