

Joboffer dated from 01/14/2022

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

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	81739 München
Country:	Germany

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### Company data

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



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### Contact Person

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

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### 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.□

We know that Tech-Art covers a wide area, so we don't expect you to be an expert in all skills listed below. If you have a specialization, are passionate about what you do, like to learn new things, and want to work with a team of professionals, most of which worked together for a long time already, we are happy to receive your application!

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At Nine Worlds Studios, we always strive towards getting things done together in an environment where everybody is actively contributing where they can. We trust and respect each other and are open for feedback and improvement. We love creating games and seeing our game improve week by week. We like structured workflows but add a pinch of creative chaos when we need it. A few lines cannot completely summarize our company culture, so we are looking forward to share more of our mentality with you during the application process.

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)**

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**Your profile:**

- You are a passionate gamer
- You are experienced with parts of the above described tasks
- You have good knowledge with UE4/UE5
- 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

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**We ☐ appreciate if you also have:**

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

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**Your tasks:**

- Implementation of the game's look and feel
- 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
- Creation of technical asset specifications
- Conception and implementation of game feedback and signs
- Setup and maintenance of asset pipelines
- Integration of assets and animations
- Implementation of user interfaces
- Contribution to feature designs
- Work together with ☐ all departments to achieve the best result
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Support the team with your skills ☐

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**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 ☐

☐

**Interested ?**

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

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