Joboffer dated from 09/23/2022

Unreal Lighting Artist (m/f/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	22453 Hamburg
Country:	Germany

Company data

DAEDALIC
ENTERTAINMENT

Company:	**Daedalic Entertainment GmbH**
Street adress:	Papenreye 51
Zip Code / Place:	22453 Hamburg

Contact Person

Name:	Martin Ditter
Position:	Head of Finance and HR
Street adress:	Papenreye 51
Zip Code / Place:	22453 Hamburg
E-mail:	jobs@daedalic.de

Job description

Reference ID: DE-ULA-22

- As of now
- Full-time
- In Hamburg/ Remote

Your tasks:

- Fulfil your own dream and work with a highly motivated team on the multiplatform title "The Lord of the Rings: Gollum" (UE4) and its follow-up project (UE5).
- Optimise the lighting of scenes and cutscenes for The Lord of the Rings: Gollum and develop our lighting pipeline for the follow-up project.
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20457 Hamburg / Germany

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Work closely with artists and programmers to select the best possible and most efficient real-time lighting tools and strategies to bring light and shadow to the environments and cutscenes of Middle-earth.
- Work with cutting-edge technology to add high-quality and efficient lighting to the environments and cutscenes created by artists and animators

Your profile:

- Several years of professional experience as a lighting artist in the industry
- You have a relevant education or degree and identify yourself as an artist
- You have a first-class understanding of real-time lighting techniques
- Very good knowledge of Unreal Engine 4 is required, further knowledge of other game engines such as Unity, CryEngine or Amazon Lumberyard is welcome.
- Experience in working with Unreal Engine 5 and Lumen is an advantage
- You have a very good understanding of the various lighting systems of the Unreal Engine, including ray tracing, and can use them sensibly to illuminate the game environment
- You have a very good eye for the playing experience, a strong artistic sense for natural light and light composition
- Very good knowledge of the Unreal Engine Sequencer and the ability to convincingly light up characters and environments in cutscenes/ cinematics
- You have a deep understanding of how to optimise static lighting scenarios. When artists encounter light/shadow issues or artefacts, you can help them optimise their lightmap UVs and improve lightmap settings.
- You know the ray tracing functions of Unreal and can optimise them for the requirements of the project
- You have experience in development for CurrentGen and NextGen platforms
- You have a structured, independent and conscientious way of working
- You identify technical problems and find appropriate solutions
- You have a very good command of written and spoken English

Our offer:

- The opportunity to work with us on several multi-platform AAA productions based on the world-renowned IP "The Lord of the Rings".
- Work on CurrentGen and NextGen platforms, including Unreal Engine 5
- Challenging and varied task in an internationally oriented company
- An interesting and responsible job with your own creative freedom in a friendly team
- Extensive development opportunities
- Profession el workflows and processes
- The opportunity to play an active role in shaping the day-to-day work in a collegial team and to play a decisive role in shaping the quality of the projects

If you are looking for a challenge, like to learn new things and would like to apply and deepen your existing knowledge, then we look forward to receiving your application.

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Contact:

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Please send your complete application documents with reference ID and salary expectations (cover letter, CV, certificates, work samples and similar references) in a PDF file (max. 50 MB) by e-mail to:

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jobs@daedalic.de (Contact person: Martin Ditter). Reference ID: DE-ULA-22

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We at Daedalic offer you to replace your first and last name with an alias (not a requirement!). Please also note that your application should **NOT** include a photo!

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