

Joboffer dated from 03/29/2023

Lighting Artist (f/m/d)

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|---------------------|-----------------------------|
| Field: | Art / Layout / Illustration |
| Type of employment: | Full-time |
| Entry date: | immediately |
| Zip Code / Place: | 77852 Offenburg |
| Country: | Germany |

Company data

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|-------------------|-----------------------------------|
| Company: | Black Forest Games GmbH |
| Street adress: | Maria-und-Georg-Dietrich-Straße 2 |
| Zip Code / Place: | 77652 Offenburg |



Contact Person

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|-------------------|-----------------------------------|
| Name: | Sarah Cavoleau-Trau |
| Position: | Lead HR Manager |
| Street adress: | Maria-und-Georg-Dietrich-Straße 2 |
| Zip Code / Place: | 77652 Offenburg |
| E-mail: | jobs@bfgames.biz |

Job description

We are currently looking for a Lighting Artist to work on our upcoming high-quality projects with Unreal Engine. They will be working on setting up and maintaining a part of the lighting and moods for our games.

Responsibilities:

- Work with the Executive Art Director on defining moods and lighting styles.
- Set up the main lighting and moods of our levels/worlds.
- Set up local lighting of indoors and key locations.
- Set up lighting for cutscenes and cinematics.
- Set up and lighting of dynamic VFX made by our VFX Team.
- Maintain the right balance between visual quality and performance requirements.
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Maintain/develop our lighting pipeline, and research new lighting techniques.

Reporting Lines:

Reporting directly to the Executive Art Director

Requirements:

- Shipped at least 1 title as a full-time Lighting Artist.
- 3+ years experience at a game studio working as a lighting artist.
- Strong knowledge of luminance and colour theory.
- Strong knowledge of modern lighting techniques, and technical and performance pipelines.
- Able to work on different visual styles from Realistic to Stylized.
- Self-motivated, technical problem solver, and team player.

Pluses:

- Experience with Unreal Engine 4 and Unreal 4 lighting pipeline.
- Experience with performance tracking tools (Pix, Razor, RenderDoc).

What else do we offer?

- Flexible working hours
- 30 days of holiday
- Competitive salary
- Green office, fresh fruits, coffee and drinks
- Additional free health insurance
- Pension Plan
- Mental health support
- Free accident insurance
- Fitness area in the studio
- Free English & German language classes
- Stability of a successful publisher paired with the creative freedom of an independent studio

And the chance to work with a great team in an open culture where your opinion and input are welcomed and considered, beyond your dedicated task.

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