



# Prop Artist - VR [Unannounced Project] (f/m/d)

**Düsseldorf - Full-time - 743999700749230**

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<https://jobs.smartrecruiters.com/Ubisoft2/743999700749230-prop-artist-vr-unannounced-project-f-m-d?oga=true>

The 3D Prop Artist will be responsible for creating high quality 3D assets for propagation to the games environment

Primary Objectives:

- Creation of high-quality 3D environment assets (props)
- Integration of 3D assets into the game engine
- Close collaboration with the Environment Artist and Level Designer for accurate placement and integration.

Specific Tasks:

- Create high quality models and textures / surfaces
  - Ensure performance and technical quality of 3D environment assets
  - Setup destruction, dynamic objects and other functionality of art assets as required
  - Optimization of assets to fit specific technical requirements
  - Cooperation with other Ubisoft teams globally in a co-dev environment
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- A minimum of 2 years' experience as a Props Artist in game development
  - Great understanding of current gen asset creation workflows with a view to modification and improvement
  - A keen eye for composition, shape, color and detail
  - Very good skills in Maya, 3DS Max, sculpting program such as Zbrush and Photoshop.
  - Knowledge of Substance Designer / Painter
  - Strong texturing and painting skills
  - Being used to work on tasks autonomously and to deliver results in time
  - Great communication skills and a positive attitude

- Fluent in English, both verbally and written

## Bonus

- Good Animation and/or riggings skills are a plus (Maya, 3DS Max, MotionBuilder)
- Experience with outsourcing is a plus

## PORTFOLIO

It is required that you submit a portfolio of your work with your application. You may do so by providing a link to an online portfolio (preferred), or attaching documents to your resume.

All portfolios must contain a detailed shot breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, portfolio, screenshots etc.

The portfolio should contain the following:

- Examples of natural and man-made realistic props
- Examples of materials and high quality textures
- Show both organic and hard surface works
- Examples of style variety

We offer:

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance.
- 26 Days Paid Vacation Per Year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the NRW region.
- Flexible Working Hours: We have core working times between 10:00 AM – 04:00 PM and the distribution of the other hours is up to you.
- Company Pension Scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Up to 350€ Childcare Support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental

or public transportation ticket.

If you want to grow with us and enjoy the game industry, we look forward to receiving your application including your availability, motivation and salary expectations.

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).

Ubisoft Blue Byte GmbH

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Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772