



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

**Düsseldorf - Full-time - 743999706331948**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999706331948-lead-environment-artist-vr-unannounced-project-f-m-d-?oga=true>

We are now accepting applications for excellent Lead Environment Artist who is a master in environment art creation and process. Highly skilled in modeling, texturing and shader development. Someone who also understands lighting pipelines and the close connection it has to world art, you will be working hand in glove with the Design Lead / Art Director to craft the games world. Ownership of the Environment Art Pipeline enthuses you. You enjoy the accountability that comes with building beautiful yet pragmatic and performant art.

Further responsibilities include:

- Bring to bear your knowledge of World Art Creation, both personally and through your team to realize beautiful and performant environments for the VR game being undertaken at Ubisoft Düsseldorf Studio.
  - Help us continue to create a culture of collaboration between Design, Art, Engineering and Production to cultivate an enviable team spirit that can take on any development challenge together.
  - Lead by example and be the go-to person for all Environment Art related problem solving.
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- 6+ years as an environment artist on great games
  - 2 shipped titles in a Lead role
  - Experience working on titles within a photo realistic environment.
  - An excellent grasp of architectural relationships and scale.
  - In-depth knowledge of cutting edge 3D art creation, High to low poly modeling Max / Maya, Sculpting, Baking Normal and Displacement maps.
  - Traditional texturing, UV layout wisdom and PBR workflows are your meat and bread.
  - Familiarity with data management software (such as Perforce);
  - Firm grasp of workload management software/principles (e.g. Jira);
  - Great communication skills and a positive attitude
  - Fluent in English, both verbally and written

- Bring your unmissable enthusiasm about your craft to the team.

## 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 breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, portfolio, screenshots etc.

## Your Benefits

- 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.
- 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.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- English and German classes for free. Main language in the studio is English.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.

We offer a highly interesting challenge for a team player including the possibility to show personal initiative. If you are passionate about video games and would like to work with like-minded professionals in an international team, please apply via our career portal.

The application should include your resume, portfolio and cover letter detailing your earliest starting date, salary expectations and motivation.

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

Ubisoft Blue Byte GmbH

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