



Level Artist - [Avatar] (f/m/d)

Düsseldorf - Full-time - 743999713821278

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We are looking for a Level Artist to help bring to life the vibrant and dynamic world of Pandora; the world created by James Cameron in his blockbuster movie "Avatar". This AAA game requires someone creative and versatile to help dress the sets and bring the landscape to life. A crucial part of the team, you will be working with the level designers and environment artists to fulfill the mandates of the studio and create an unforgettable experience for our players.

Specific Tasks:

- Creation of high-quality assets and scenes
- Close collaboration with the Art team and the Level Design team to develop an exceptional player experience
- Asset briefing, prototyping and final propping of in-game scenes with a focus on mood and environmental storytelling
- Cooperation with other Ubisoft teams all around the world on a daily basis
- Scene management, asset integration and performance optimization

Experience

- A minimum of 3 years' experience in the games industry
- At least one shipped commercial AAA title

Essential Skills

- A keen eye for composition, proportion and sense of scale
- Strong ability to tell stories through level art and propping scenes
- Skilled in creating mood and atmosphere for game environments (lighting, composition etc.)
- Solid understanding of industry standard 3D modelling packages as well as texture & material

creation workflows

- Ability to optimize the game world to meet performance requirements

Other Skills

- Being used to work on tasks autonomously and to deliver results in time
- Be forward thinking and anticipate the needs of your project with a high degree of self-motivation and initiative
- Ability to accept feedback and adapt to change
- Great communication skills and a positive attitude
- Fluent in English, both verbally and written

Bonus

- Very good modeling and digital sculpting skills are a plus (Maya, 3DSMax, Zbrush, Mudbox)
- Knowledge of Substance Designer / Painter is a plus
- 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 realistic environments scenes
- Examples of mood and lighting
- Examples of environmental storytelling
- 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 and www.ubisoft.com.

[Ubisoft Blue Byte GmbH](#)

[Studio Düsseldorf](#)

Luise-Rainer Str. 7

40235 Düsseldorf