



Technical Artist - Assassin's Creed [VR] for the Oculus platform (f/m/d)

Düsseldorf - Full-time - 743999719803827

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We are looking for a Technical Artist (f/m/d) who will be responsible for developing, supporting and documenting our art pipeline and techniques used by art, technical art and animation teams.

This is a full-time position based in Düsseldorf, Germany which requires working onsite.

- Deep knowledge of the following: Python, C# (C++, Java a plus)
- Deep knowledge of Maya and/or MotionBuilder, 3DMax (Photoshop, Substance Designer, Houdini a plus)
- Strong Knowledge of 3D engines
- Knowledge of tools used in the parametric creation of nodes
- Experience working on shipped AAA titles for consoles and/or pcs, as Senior Technical Artist.
- Perfect understanding of traditional and of physically based rendering (PBR) pipeline
- Shader writing or shader building skills
- Rigging experience is always a plus
- Familiarity with the creation of user-friendly tools/systems
- Perfect understanding of art optimization techniques
- Experience and understanding of art/animation pipelines for game engines
- A great ability to think creatively to overcome technical challenges
- Experience in video-game production as Technical Artist (minimum 5 years)
- Great communication skills and a positive attitude
- Strong organisational skills

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.

The portfolio should contain the following:

- Scripts or application examples, code samples
- Examples of rigs, visual effects, animation, procedural visualization

Responsibilities:

- Develop new and improve existing tools.
- Problem solving for key production issues.
- Recognizing inefficiencies and pipeline issues and identifies solutions.
- Guide/Coordinate Art teams on demanding tasks
- Enabling other team members to achieve tasks in an efficient & consistent manner
- Creation & maintenance of documentation for Technical Art features and tools to provide for the team.
- Developing tools & scripts for Maya, MotionBuilder, 3DMax, Photoshop, Substance Designer and other 3D/2D packages and in-house tools.

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.
- Lunch & Breakfast Service. Enjoy fresh discounted meals each day.
- 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 VR and would like to work with like-minded professionals in an international team, please apply via our career portal.

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

For further information please check www.bluebyte.de and www.ubisoft.com.

[Ubisoft Blue Byte GmbH](#)

[Studio Düsseldorf](#)

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Geschäftsführer: Yves Guillemot

Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772