



# Senior Level Artist [Beyond Good And Evil 2] (f/m/d)

**Mainz - Full-time - 743999728725311**

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Beyond Good And Evil 2 is an action-adventure sci-fi RPG set in the same universe as Ubisoft's original cult classic. You can now join our crew at Ubisoft Mainz to help us shape this amazing project.

As a Senior Level Artist on our team, you are an expert in creating captivating 3D environments within an immersive world waiting to be explored. You will be an environment architect, a visual storyteller, and an experience maker wrapped into one.

Through your own creations as well as your mentorship for other team members, you build outstanding, living scenes that tell a story and captivate our players interest and attention.

Within the framework of our game and its' universe, you can push creative boundaries - and have the artistic ability to do so. You know how to modify lighting, play around with composition, and add just the right amount of detail to develop space with plenty of personality.

What you will do:

- Deliver outstanding environmental storytelling by integrating and building assets into the game engine and determining lighting intentions to set and dress a polished scene
- Familiarize yourself with game design documents to understand the environments, objectives, atmospheres, story and style required to create an environment with the intended impact
- Collaborate with level designers, the lead artist and the content director to discuss and internalize the game's vision and intentions ; study visual references and perform independent artistic research for further inspiration;
- Understand the project's tools, pipelines, workflows and technical constraints
- Define and articulate modelling and texturing needs, coordinate with modellers and texturers responsible for the level; follow up on the progress and quality of the work together with the lead artist
- Assess level content with the lead artist and production to establish time and planning estimates as well as priorities
- Build road maps for content creation; ensure the technical and artistic quality of final deliveries and oversee necessary optimization and debugging to fix issues raised by testers

- Act as a point of contact for the team regarding question about the map and levels and inform artists of changes due to technical constraints
- Act as a direction-providing mentor for other level artists

### What you bring:

- Minimum 5+ years' experience in modelling, texture, lighting and image processing, or other relevant experience
- Knowledge of 3D software (e.g. 3DS Max or Maya) and optimization techniques
- Excellent compositional skills and strong understanding of art fundamentals: lighting, composition, color theory, etc.
- Strong skill ins visual storytelling with an excellent eye for detail
- Strong communication and interpersonal skills; and ability to easily communicate in English
- Curiosity, flexibility, and resourcefulness
- Ability to work as part of a team and independently with a sense of initiative
- Interest and ability to mentor other artists
- Ability to set and meet deadlines

### What to send our way:

- Your CV, highlighting your education, experience, and skills
- A cover letter including your earliest starting date, expected salary and why you would like to join us
- A portfolio with a breakdown of your best and most fitting work – seriously, show us your process and why you are a great fit! (attach work samples or send us a link to your personal website or online portfolio)

### 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 Mainz 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.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- 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.
- 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 motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For further information, please check <https://mainz.ubisoft.com/en/>