



Lead Character Artist [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999776629050

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We are looking for a Lead Character Artist (f/m/d) to lead the character art team on our unannounced project.

As Lead Character Artist you are responsible for managing the team to deliver AAA characters and character related assets in our art production teams, for trouble shooting character related issues and participate in the planning for the project characters. You will also develop your team through excellent communication skills and mentoring.

Your Impact:

- Managing, developing and inspiring the character artist team
 - Content creation of characters across all areas of the game as defined together with the Art Director, which sets the industry leading standard for the team and the project
 - Work with and mentor character artists to provide clear direction and set expectations character requirements
 - Setting up, maintaining and documenting character production pipelines
 - Close collaboration with the Art Director to work within the visual style of the game
 - Balance quality and efficiency of work to gain the best possible results within in the given time frame and technical constraints
 - Ability to skilfully optimize characters to game-ready quality
 - Cooperation with other Ubisoft teams globally on a daily basis
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- A minimum of 7 years' experience as a character artist in game development, with at least one AAA title shipped, leadership experience is a plus
 - Exceptional understanding of next gen asset creation workflows with the ability to improve them, then optimize as required for final product
 - Very good skills in Zbrush, at least one of the major 3D modeling packages (Maya, 3DS Max) and Photoshop
 - Strong sculpting, texturing and painting skills
 - Ability to create highly realistic characters that meet AAA standards
 - Very good working knowledge with at least one AAA game engine

- Being used to work on tasks autonomously and to deliver results in time
- Fluent in English, both verbally and written. (No German language skills are required to work in our studio)
- Great communication skills, a positive attitude and team player

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits which we hope helps you settle into your life in Berlin:

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 approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- 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.
- English and German classes for free. Main language in the studio is English.

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal.

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