

Applicants will need to demonstrate a strong artistic ability, bringing with them a strong understanding of form, function, detail, the skill to interpret concept art, plus have the technical skills to bring their work to life in Unreal Engine 4. Artists are required to be versatile and build ideally both organic and hard surface assets. Push your artistic talent to the limit on a team of world-class environment, character and concept artists who strive to innovate and inspire.

### **KEY RESPONSIBILITIES**

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### **QUALIFICATIONS**

#### **Required**

- Extensive professional experience in effects along with a detailed breakdown of the work shown
- Excellent knowledge with 3D Packages such as Maya or Houdini
- Your solid understanding of motion, context and art style
- Scripting or programming experience (Python, C++, etc.)
- Your ability to actively communicate and work in groups