

Under the responsibility of the Technical Art Director, you are in charge of designing and optimizing the real time VFX of the environment or gameplay.

### **KEY RESPONSIBILITIES**

- Analyze the VFX editor within the project and propose possible improvements
- Design and prototype multiple effects of smoke, clouds, dust, explosions, fire, ...
- Create particle, fluid, smoke and fire materials
- Optimize VFX and find the best solutions to realize effects that will fit the technical constraints of our game engine and the technologies used
- Ensure the artistic quality of the VFX by respecting the orientation given by the Artistic and Technical Direction
- Ensure the artistic quality of the VFX to the Level Artists once integrated in the game

### **QUALIFICATIONS**

#### **Required**

- You have significant experience in the production of real time VFX
- You have had experience with various game engines or rendering tools and are comfortable with their technical specificities (rendering, physics, etc.)
- You have a strong command of modeling tools or 2D/3D effects (Photoshop, 3DS Max, Maya, After Effect, etc.)
- You have a strong technical sensitivity, especially via programming languages (such as Mel, Python)
- Knowledge of Houdini is appreciated
- You speak English fluently
- You are passionate about video games and have a good knowledge of this industry.