

The lighting artist will be responsible for creating and baking lighting, creating sky textures, and balancing the colors of textures, post processing, and atmospheric effects for all scenes in the game. Additionally, they will be responsible for setting up and balancing the lighting for characters and dynamic objects.

KEY RESPONSIBILITIES

- Create lighting for levels, characters, and dynamic objects
- Use PBR shader settings and properly implement PBR shading and textures
- Create textures for sky boxes
- Balance, post process, atmospheric effects, and visual effects such as particle systems

QUALIFICATIONS

Required

- At least 2-3 years of lighting experience
- Proficient in 2D and 3D Art
- Thorough understanding of color theory and composition
- Proficient in Photoshop and UE5 lighting tools
- Strong time management and prioritization skills