

Collaborates in implementing and maintaining material pipelines. Collaborates with other artists to build and integrate assets into visually consistent, high quality, and optimized environment art. Anticipates and identifies production challenges to leads and Technical Directors

### **KEY RESPONSIBILITIES**

- Create photorealistic textures and materials.
- Assist every art team on specific tasks.
- Maintain a balance between visual quality and technical consistency for real time game applications.
- Keep artistic style consistent with defined visual style for the game.
- Participate in R&D of new techniques to implement into the production pipeline.

### **QUALIFICATIONS**

#### **Required**

- Must provide a portfolio through a webpage or other digital media to be considered.
- Sound knowledge and use of texturing techniques in the video game or VFX industries.
- Demonstrable experience with Substance Designer, Substance Painter, 3DS Max and Photoshop.
- Good understanding of physically based materials and real time engines.
- Experience in photorealistic texture creation with Substance Designer, Painter and Photoshop.
- Experience of asset creation (tile and baked assets).