

A technical artist uses their knowledge of programming and art to integrate an artist's or animator's visual content into a video game. They may design systems that allow artists and animators to create characters, environments and textures easily. A technical artist might also import graphic elements into the game machine themselves, giving the programmers more time to focus on complex coding. They might work closely with the game's art director or lead artist, who decides what the game's visual components should look like. The technical artist then ensures that each part of the game's gameplay matches that visual theme.

KEY RESPONSIBILITIES

- Work directly in UE4/UE5 to create content and implement features for the Product Team
- Lead the execution of new features and content based on product roadmap
- Work with the product management team to define priorities and plan of execution

QUALIFICATIONS

Required

- Strong understanding of real time rendering best practices in a PBR environment
- Strong understanding of linear algebra and trigonometry
- Experience in several of these pillars: shading, profiling, scripting, optimisation, VFX, procedural workflow
- The ability to adapt to and innovate with new technologies
- Strong collaborative nature to partner with product management and engineering
- You're user-focused, passionate, scrappy, solutions-focused, and innovative. These traits equal success at Epic and influence everything we do