

Lead Environment Artist

Description

We are looking for a very experienced environment artist to lead the development of our games scenery and play spaces, establishing benchmarks and taking them into production.

Responsibilities

Reporting to the Art Director and working with design, code & Game Director, establish and maintain high-quality 3d asset production & implementation.

Create outstanding quality environment assets required for a third person action adventure title.

Coach and manage environment artists to develop production artwork.

Identifying environment performance and functionality requirements, able to feedback to the rest of the team confidently.

Develop and maintain art asset pipelines, tools, workflows and their related documentation.

Qualifications

Ability to work confidently alone and take ownership for all environment assets.

Ability to understand and adhere to art direction and in turn, contribute via effective communication skills to the project development.

Ability to self-manage and problem solve proactively, given the nature of remote-working.

Demonstrable portfolio of work required.

5+ years industry experience as an Environment Artist OR the ability to show experience of working through the entire development of a AAA title.

Experience of creating for console and/or PC.

Experience using Unreal (EU4) an advantage.

Job Benefits

- We operate a 1 hour Flexible Working Time
- Nest Pension Scheme
- Private Health scheme
- Free Parking
- Breakfast, fresh fruit, hot drinks, snacks provided
- Walking distance to brand new retail park with restaurant and sports

Employment Type

Full Time

Beginning of employment

Immediate

Duration of employment

Permanent

Industry

Video Games

Job Location

Rugby, UK

Date posted

June 18, 2018

facilities

Contacts

**We are currently not accepting applications from agencies for this role.
Only Direct Applications please.**