



Senior Lighter – Excellent opportunity - Full-time, permanent position - Game Development (no gaming experience needed) – beautiful town near London, UK

Contact: talent@rachelelewis.com

Senior Lighting Artist –

RLT is currently looking for a Senior Lighting artist for a dynamic and highly awarded game development company outside of London. This will be a key role in the studio, and is a full-time permanent position with excellent benefits, located in a beautiful, scenic and artsy town outside the city.

The primary role of this position is to take creative ownership of the lighting of environments and characters for one of the facilities games, ensuring that it meets the art direction requirements of the game whilst adhering to any technical restrictions. A strong Cinematic eye is key.

Experience:

- At least 3 years of experience as a lighting artist or equivalent senior artist role, working on at least one AAA title – preferred, but not necessary.
- An in-depth understanding and practical experience of lighting in either real-time gaming engines or in high-end VFX and CGI productions.
- A strong portfolio of work that demonstrates the ability to work with both realistic and stylized lighting/visual styles.
- An excellent understanding of composition and color theory.
- Having a strong cinematic eye is key to this role.
- Experience using Unreal Engine would be an advantage, but not a necessity.

Key skills and Responsibilities:

The main and routine tasks of this position are:

- Taking game scenes and lighting them to both a creative and technical brief.
- Help to drive narrative story telling through effective use of color, light and mood.
- Using lighting to help convey emotional experiences.
- Working closely with the art team to improve workflows and processes.
- Collaborating with other disciplines such as 3D modelers and VFX artists, graphics programmers and level designers to create great AAA game experiences.

Technical Skills/Knowledge:

- Unreal Engine, or similar (UNITY, CryEngine, Frostbite, etc.)
- Maya
- Baked and real-time lighting techniques in modern game engines.
- Working knowledge of rendering engines such as Renderman, V-Ray, Mental Ray or Arnold would be useful.
- Compositing and color grading experience is preferred.

The candidate should have:

- A drive to constantly push art quality and try out new ideas.
- A highly positive and proactive work ethic.
- Excellent communication, presentation, and negotiation skills.
- Flexible and open-minded
- Determined and self-motivated
- Prepared to rise to a challenge
- Always striving for quality
- Creative and innovative

Serious applicants that are available immediately need only apply.

*To expedite process, please submit resume and reel to talent@rachelelewis.com.
If you fit the criteria needed for this position we will email you with the full download, etc.*

Thank you.