

RLT

Rachelle Lewis Talent, Inc

Global VFX & Animation Staffing

Creative/Technical/Production/Executive

rachelelewis.com

Position: UNREAL VFX/LIGHTING ARTIST
Contract: ASAP – FULL-TIME/PERMANENT
Contact: talent@rachelelewis.com

RLT is looking for an Unreal VFX/Lighting Artist to join a cutting edge, high-end VR company in Los Angeles (East San Fernando Valley). This is a growing facility and great work environment with industry vets/professionals. VR projects are diverse and high-profile.

This Role starts ASAP and is a full-time, permanent position with excellent benefits and compensation.

The right candidate is a skilled and self-motivated Unreal VFX/Lighting Artist who creates visually compelling artwork for mixed-reality location-based experiences. This person will have a strong understanding of creating in-game visual effects, sophisticated lighting techniques, and general material creation or authoring is Key!

Responsibilities

- Create lighting environments for exteriors, interiors and cut scenes
- Create and support materials to fit within PBR guidelines
- Setup and support post-process systems
- Collaborate closely with the project Art Director to set and hit visual targets of the project
- Concept and prototype new VFX
- Collaborate with other artists to share techniques, assets, and ideas
- Innovate to help define VFX pipeline

Requirements

- 3-5 years in the game industry
- Minimum of 2 years working with Unreal Engine 4 in VFX, shading, and lighting
- Experience in creating high-quality particle systems using third-party software (Houdini, FumeFX, etc.)
- Understanding of the current lighting tools and techniques used in UE4
- Knowledge of shader technology within UE4 including the setup of materials and material functions
- Additional art skillsets outside VFX (environment modeling, lighting, technical art, etc.)
- Solid grasp of color theory and lighting techniques
- Ability to be resourceful and come up with creative solutions to get the best result on multiple target platforms
- Receptive to art direction and critiques from project art leads
- Excellent communication skills and the ability to effectively coordinate with other team members

Pluses

- Experience authoring custom shaders using Substance Designer
- Experience with Substance Painter
- Experience with offline rendering software such as Redshift, V-Ray, Arnold, or Mental Ray
- Understanding of advanced shaders such as skin and hair
- Previous experience with VR games
- Shipped at least one AAA game

Portfolio Requirements

- A web portfolio that demonstrates a range of lighting examples
- Samples from previous industry work

Portfolio Pluses

- Real-time VFX examples
- Advanced material and rendering samples

To expedite the process, please submit reel and resume to talent@rachellevlewis.com.

***** If you fit the criteria needed for this position, we will email you with more information and schedule a call.***

***** This work needs to be done in-house, so “NO” remote opportunities.***

***** At this time this client does not have the capacity to hire anyone who does not already have legal right to work in the US.***

Thank you.