



Position: UNREAL ENVIRONMENT/ASSET ARTIST – VFX/Virtual Productions

Location: Los Angeles or Vancouver, Canada

Contract: Starts ASAP, Full-time/Permanent Position

Contact: dana@rachelelewis.com

RLT is looking for a talented Unreal Environment Artist for one of our clients (a major award-winning VFX facility) currently working on VFX/Virtual Productions for Feature Films and TV Episodics. Starts ASAP and is a full-time, permanent position with full Benefits. Remote to start and then in-studio when it's safe to do so (TBD).

- The Virtual Environment Artist works within a team to develop and deliver highly detailed, realistic, and optimized 3D assets and Virtual Environments inside the Unreal Engine for use in Virtual Productions for Film and Episodic Television.
- The emphasis of work in this position revolves around creating well balanced, realistic environment terrains, atmospherics, and game performant assets.
- Reports to VAD Lead and VAD Supervisor/HOD

REQUIREMENTS:

- 3+ years of professional game production or Virtual Art Department experience in a Environment Artist/Asset role
- A commitment to teamwork, excellent communication, and interpersonal skills
- Ability to Model, and texture Props and Characters/Creatures based off conceptual designs
- Landscape, Prop and Creature Material creation skills in Unreal Engine
- Excellent understanding of physically based cameras, lighting, shading & rendering through Movie Render Queue
- Advanced Knowledge of Maya/Houdini or equivalent
- Knowledge of World Creator, Gaea and Zbrush
- Advanced knowledge of Substance Painter/Substance Designer equivalent
- Proficiency in the areas Lighting, Layout, Sequencer Animation, and Blueprint creation inside Unreal Engine
- Experience optimizing assets and environments for VR
- Working understanding of lighting, composition, and set dressing in Unreal

- Working understanding of current game art pipelines and methodologies

BONUS SKILLS SETS:

- Maya or Houdini Rigging skills and Understanding of Rigs in Unreal
- Blueprint Creation Knowledge
- Familiarity with CVar cmds for environment optimization, troubleshooting of scene performance

If you're interested in talking about this opportunity, please email us and include your resume and portfolio/reel. If you fit the criteria, we will be in touch with the next steps which include signing an NDA.

Thank you - <http://rachellevewis.com/>

Contact: dana@rachellevewis.com with resume and portfolio/reel if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to candidates