

Senior Environmental Artist
BC/Toronto/US

5 years experience in the Video Game industry with an understanding of Real time Graphics issues, shipping one or more game titles.

Z Brush expertise.

Understand art work pipelines and processes with the ability to modify and improve them.

Ability to interpret the Art Director's vision and communicate that to the rest of the team.

Have a great understanding of the aesthetics of environment, function vs. form relationships, as well as what makes a game level fun and intriguing.

Proficient understanding of color theory, able to create balanced & appealing color palettes.

Possess excellent modeling and texturing abilities.

Duties and Responsibilities

Create high quality 3D environment assets, texturing, lighting when required.

Assist the lead environment artist in evaluation of tools and processes.

Assist the lead environment artist in the management and review of externally created assets.

Help to maintain the vision of the project.

Communicate deadlines and difficulties to your lead and art director.

Test and proactively troubleshoot areas that are not working in the game engine and help to fix them.

Skills and Abilities

Initiate and participate in critique of the environment work for the project.

Be meticulous and organized in the approach to the tasks, files and storage of the material.

Ability to communicate on a wide range of issues and work well in a team spanning artists, programmers, and designers.

Possess the ability to teach and learn new techniques and processes.

Be enthusiastic and expect to take on challenges.

Document procedures and pipelines as required.

Preference will be given to candidates that exhibit strong technical abilities, and demonstrate team management and outsource pipeline experience