

# Technical Artist

Город: Warsaw / Удаленно  
2 000 - 3 000 \$/месяц  
Проектная работа  
Опыт: Не выбрано  
Офис / Удаленно

# Imponderabilia

Tomek Majka, Old Man, Young Brain  
E-mail: tomek@imponderabilia.dev

Our partner is an ambitious indie team based in Warsaw, Poland. Our first game, the post-apocalyptic narrative adventure Paradise Lost, was launched in Q1 2021 on PC/PS4/Xbox. We're looking for a technical artist to play a key role in the development of our new title. In close cooperation with our art and technical directors, you'll supercharge the art team and help us create universes that never would've been possible without you. Our partner is committed to building a strong, supportive work culture and smart pipelines, and we're looking for someone with a similar dedication and passion. If you're interested in using the latest tools, developing your skills, and working with a passionate group of people, get in touch with us

## Задачи

### RESPONSIBILITIES:

- Supporting the production team with the creation of art pipelines that focus on producing optimised content
- Cooperating with the tech director to create clear technical documentation for the art team
- Working with artists to achieve impressive visuals within technical budgets
- Creating immersive light scenarios, both with the use of dynamic and static lighting
- Optimizing individual assets, levels, VFX, UI elements, lighting, volumetric effects, shaders, and post-processes
- Supporting VFX production and implementation
- Taking part in sprint plannings, sprint reviews and sprint retrospectives, and reporting progress in Jira on a daily basis
- Problem-solving and taking initiative when things don't go according to plan
- Submitting stable working features via Perforce according to deadlines

## Требования к кандидату

### REQUIREMENTS:

- 5 years of experience in a similar role
- A background in SFX or 3D asset creation in the game/film industry
- Up-to-date knowledge and an ongoing interest in Unreal Engine
- Proficiency with Blender, 3DSMax, Maya, or other professional 3D modelling software
- High standards for the use of version control systems, in particular Perforce
- Good spoken and written English

## Будет плюсом

Experience working with RenderDoc, Unreal Frontend, or Unreal Insights