



CREATE THE UNKNOWN

Established in 2006, Ubisoft Sofia has grown to a world-class AAA game dev studio. Throughout the years, the studio has released more than 18 titles, ranging from small casual to big open-world games, and covering a wide range of platforms & technologies. Ubisoft Sofia has brought expertise and creativity into brands such as Tom Clancy's®, Prince of Persia®, and is a key contributor to the Assassin's Creed® franchise. With more than 240 talented professionals, the studio is currently working on several big Ubisoft's titles.

Our worlds are infinite. Choose your path and create the unknown.

CHARACTER ARTIST

Character Artists work closely with the Lead Character Artist, the Concept Art team, and the Art and Creative Directors, to deploy characters, which fully support the artistic and creative vision of the game.

JOB RESPONSIBILITIES

- Create compelling, top-quality characters for AAA games
- Collaborate with other departments, such as Tech Art, Animation, Game Design, etc., to understand the gameplay requirements and the technical constraints, and successfully integrate the characters they create
- Think creatively, to solve daily artistic challenges
- Manage their own time and work efficiently within the production deadlines
- Mentor less experienced artists

QUALIFICATIONS

- Previous experience as a Character Artist in the games industry
- Highly self-driven personality and good communication skills
- Excellent understanding of form, shape, silhouette and rhythm in regard to character modeling
- Ability to take a character to completion using reference materials such as concept art, photography and others
- A great understanding of human anatomy
- Attention to detail
- Excellent digital sculpting skills - in ZBrush or equivalent software
- Excellent low-poly modeling and UV mapping skills - in 3DS Max or equivalent software
- Excellent texturing skills in Substance Painter, and understanding of PBR work flow
- Understanding of the character creation pipeline in video games
- Understanding of the technical constraints of game development and ability to apply them when creating characters
- Organized and clean work flow, compatible with a collaborative environment
- Ability to absorb, apply and give constructive feedback
- Flexibility and ability to adapt to different artistic styles
- A passion for games
- Good verbal and written communication skills in English

WE OFFER

- Informal, friendly and international working environment
- Opportunities to develop your skills working on AAA game
- Variety of opportunities for learning and expertise growth with the best professionals in the gaming industry
- Possibility to take part in international work-related conferences and trainings
- Benefits package including – private medical health and dental care, food vouchers, card for all public transport lines, monthly brunches, gifts for special occasions, special game dev merchandise, library of books and games, and many more
- Flexible working hours and additional days off
- Excellent office facilities and location right next to Borisova Garden Park in Sofia

