



UBISOFT 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.

JUNIOR 3D ENVIRONMENT ARTIST

The Junior 3D Environment Artist produces modeling and texturing of 3D objects and graphical content of levels in accordance with the artistic direction and production deadlines. She/he is working under Lead Artist's guidance having detailed instructions and frequent follow-ups. The Junior 3D Environment Artist works in collaboration with Concept/Lighting/Texture artists, Game and Level designers to ensure that there are no technical problems met, or hindering of the work of other team members.

JOB RESPONSIBILITIES

- Produce modeling and texturing of 3D objects in accordance with the artistic direction and production deadlines with the frequent support and instructions of his direct manager
- Deliver work in accordance with the project's artistic direction
- Apply optimization to her/his work
- Efficiently apply graphic principles in her/his work
- Use and look for artistic references in video games or in other artistic domains in order to improve the visual aspect of the game
- Suggest images in line with the project's artistic direction
- Understand the desired gameplay intentions in the game levels
- Is flexible and able to adapt to different artistic styles

QUALIFICATIONS

- Ability to work with Autodesk 3DS Max/Maya and Adobe Photoshop for game assets
- Ability to understand technical constraints and to integrate them when modeling
- Knowledge of modeling techniques
- Knowledge of texture mapping and material
- Understanding of art fundamentals – compositions, shape language, color theory
- Ability to iterate and build constructively based on others' feedback
- Demonstrate ambition to meet high standards and strives for excellence
- Ability to manage their own time and work within deadlines
- Ability and desire to work in creative and collaborative teams
- A fast-learner with passion for games and good game culture
- A team player with good communication skills who adapts quickly
- Good English skills

WE OFFER

- Informal, friendly and international working environment;
- Learn and grow 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.

