

Joboffer dated from 07/22/2024

3D Lighting Artist (f/m/d)

Field: Art / Layout / Illustration
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: 97232 Giebelstadt
Country: Germany

Company data

Company: **www.handy-games.com GmbH**
Street address: i_Park Klingholz 13
Zip Code / Place: 97232 Giebelstadt



Contact Person

Name: Nicole Murrmann
Position: Senior Manager HR
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Zip Code / Place: 97232 Giebelstadt
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Job description

HandyGames™ operates as an international indie game and premium mobile game publisher and developer.

Are you looking for a challenging job in an attractive work environment in the gaming industry? Do you want to use your creativity and artistic talent to create games that will be played by people all over the world? Then contribute to the success story of HandyGames™ and take the opportunity to work for one of Germany's top game developers! We are looking for a **3D Lighting Artist (f/m/d)** with creative ideas and good knowledge in the field of game development for our headquarters in Giebelstadt/Germany (on-site only).

JOB DESCRIPTION

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For our current in-house game project, which is set in a gothic-inspired science fiction world with a focus on story and combat, we are looking for a 3D Lighting Artist (f/m/d) with a good sense of aesthetics and technical know-how. Work closely with our art, design, and programming teams to breathe life into our game ideas.

Within the game project you will mainly work with the game engine Unity.

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Join us and create next-gen content for PS5, Xbox Series X, PC, and more!

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YOUR TASKS

- Placing and adjusting lights for gameplay levels and cutscenes
- Implementing atmospheric lighting staging using concept art that supports both gameplay and storytelling
- Adjusting shaders, materials, and textures to improve the lighting of game assets
- Optimizing lighting using your technical expertise to get the most out of both the look and game performance

WHAT ARE WE LOOKING FOR

- You are experienced with Unity and/or the Unreal Engine and may have already gained first insights into the Unity High Definition Render Pipeline
- Experience in 3D programs like Blender, 3ds Max, or similar software is an advantage
- You have excellent knowledge of lightmaps, baked, real-time lighting, and other lighting-specific tools and techniques
- You have the necessary knowledge and a certain feeling for colors, light, mood, and composition
- Ideally, you have theoretical knowledge of applied lighting, camera, dramaturgy, and staging in the film and animation industry
- You have a strong theoretical understanding of lighting such as color spaces, physical light units, and the interaction of light with different materials
- Experience with post-processing effects such as color grading and color correction
- Knowledge of HDR tone mapping is a plus
- Additional experience in tech art areas such as visual effects, shaders, or animation is a big plus
- Experience in 3D programs such as 3DS Max, Blender, or similar is helpful
- Experience with Adobe Photoshop is a plus
- You can familiarize yourself with new projects and situations quickly and well
- You convince with self-motivation, a sense of responsibility, a clean way of working, and the desire to grow with us
- Experience in game development is a huge plus
- You have a very good command of written and spoken English

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HANDYGAMES™ OFFERS YOU

- 40 hours per week
- Flexible working hours and 30 days of vacation
- A short and quick decision-making process due to flat hierarchies
- The opportunity to work with a team of experienced professionals
- Modern workplaces with state-of-the-art technology

On-site Amenities:

- Team restaurant
- In-house gym
- EV charging station
- Company apartment on request
- Parcel service



We process your personal data in accordance with our Privacy Policy for

Applicants: <https://www.handy-games.com/en/privacy-policy-jobs/>

Please do not send packaged files (ZIP/RAR/etc.), Word/Excel documents (doc, docx, xlsx) or links. We will ONLY accept PDF files. Thank you.

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