

Joboffer dated from 11/27/2024

Technical 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
Street address: i_Park Klingholz 13
Zip Code / Place: 97232 Giebelstadt
E-mail: nicole.murrmann@handy-games.com



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 **Technical 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 talented Technical Artist (f/m/d). 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 following programs:

- Unity
- Adobe Photoshop
- Blender
- Houdini

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

WHAT ARE WE LOOKING FOR

- Practical experience in the games or entertainment industry is desirable
- You have technical experience with Unity and/or Unreal Engine
- You have knowledge in creating shaders and materials
- You have experience in the practical application of lighting (lightmaps, light probes, reflection probes, etc.)
- You have basic scripting skills (generally Python, Unity C#)
- You have a good understanding of hardware (rendering, GPU pipelines, memory, etc.)
- You have experience in profiling performance issues and creating benchmarks
- You have experience with production/artist/asset pipelines and workflows and can help team members to make them more efficient
- You have experience in creating realistic as well as stylized visual effects, particle effects and animations
- Nice to have: Theoretical understanding of color spaces and physical light units
- Nice to have: Experience with Houdini for VFX and procedurally generated assets
- You can create simple editor UIs and tools
- You can quickly and well familiarize yourself with new projects and situations
- You impress with self-motivation, sense of responsibility and a clean and team-oriented way of working
- You have a very good command of written and spoken English

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

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On-site Amenities:

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

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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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