

Joboffer dated from 03/31/2025

## Senior Technical Artist (m/f/d)

Field: Art / Layout / Illustration  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 20357 Hamburg  
Country: Germany

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### Company data

Company: **Overhype Studios GmbH**  
Street address: Margaretenstraße 29a  
Zip Code / Place: 20357 Hamburg



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### Contact Person

Name: Nadine Tiemann  
Position: Executive Assistant  
Street address: Margaretenstraße 29a  
Zip Code / Place: 20357 Hamburg  
E-mail: contact@overhypestudios.com



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### Job description

#### **Senior Technical Artist (m/f/d)**

**Location:** Hamburg, Germany (with option for fully remote work)



**Job Type:** Full-time



#### **Company Overview**

Overhype Studios is an independent video game development studio based in Hamburg,

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Germany. We are devoted to making great games that we want to play ourselves. Our games strive to reflect the creativity, complexity and originality from the old days when game developers were passionate gamers, not corporate businessmen.

Following the success of our first game, Battle Brothers, and its DLCs, we are working on MENACE - a 3D turn-based tactical sci-fi RPG built on the Unity engine. Our team consists of 9 highly experienced professionals, primarily located in Hamburg, with some members working fully remote.

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### **Role Summary**

We're seeking a Senior Technical Artist to join our team for MENACE and future projects. In this role, you will push the procedural environments, lighting, and overall visual quality of MENACE to the next level.

You will collaborate with our Creative Director to develop and refine the visual concept of the game and especially the procedural environments, and then implement this vision in collaboration with our 2D/3D artists and engineers while keeping the rendering performance in mind.

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### **Responsibilities**

- Develop and refine the visual concept for MENACE and its procedural environments in collaboration with our Creative Director
- Collaborate with our 2D/3D artists and engineers to implement the visual vision
- Implement and refine shaders, lighting, materials, and visual effects for high-quality visuals
- Profile and optimize assets, shaders, and visual effects to stay within memory and framerate targets

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### **Requirements**

- 5+ years of experience as a Technical Artist in game development
- Great artistic eye
- Expertise in Unity, including Shader Graph, HLSL, materials, and the HDRP rendering pipeline
- Deep understanding of real-time rendering, physically-based materials, lighting, and shading techniques
- Experience with procedural 3D level generation
- Intermediate C# programming skills
- Experience in optimizing assets, shaders, and visual effects for performance
- Great problem-solving skills
- Excellent communication skills and a friendly, approachable attitude

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### **Nice to Have**

- Experience with particle effects and the Unity VFX Graph
- Experience in UX/UI design

### **What We Offer**

- Flexible working arrangements: work in our Hamburg office, fully remote, or a mix of both
- Flexible working hours
- Opportunity to grow and develop with the company
- Be part of a passionate and highly experienced team
- Competitive salary and benefits package
- Relocation support within the EU (if needed)
- Company events and team-building activities

### **How to Apply**

Send your application to [contact@overhypestudios.com](mailto:contact@overhypestudios.com) consisting of

- A cover letter including your earliest starting date, expected salary and why you would like to join us
- Your CV, highlighting your education, experience, and skills
- Any relevant work samples you can provide

If you're a motivated and experienced Technical Artist looking to join a passionate team and work on exciting projects, please submit your application.

**We can't wait to hear from you!**

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