



VFX Lead Artist

WN Talents

Job Overview

Location: Remote work
Tagged as: VFX
Website: <https://talentsingames.com/>

Description

WN Talents is looking for a VFX Lead Artist for a partner company on a new mobile mid-core project.

Our client is a mobile game development company established in 2018 which is proud of its diverse and talented team and partners working in the UK, Cyprus, the Netherlands and other regions of the world.

Responsibilities:

- Creation and configuration of visual effects for mobile mid-core applications;
- Optimisation of visual effects for mobile devices;
- Management of the VFX artists team;
- Design and setup of processes in the VFX direction;
- Collaboration with other development team members, including artists, technical artists and developers to achieve consistency in style and technical requirements.

Requirements:

- At least 3 years of experience as a VFX Lead Artist or a similar position.
 - Experience working with mid core products in a similar style is required (see references below);
 - In-depth knowledge in the field of creating visual effects for mobile applications;
 - Experience with the Unity game engine;
 - Understanding of basic physical principles, knowledge of general principles of dynamics, pyrotechnics, creating artistic effects such as fire, magic, smoke, shots, water, steam, explosions, dust, etc.;
 - Knowledge, control and practical application of graphics optimization for the gaming industry;
 - High level of responsibility and the ability to work on tight deadlines;
 - Self-organization: the ability to work without reducing performance without being under constant supervision;
 - Interest in the gaming industry, personal gaming experience;
 - English language - Intermediate+
- Nice to have:
- Experience in creating stylized animations (such as Wild Rift, Ruined King and similar styles);
 - Experience in creating dynamic game animations using generally accepted animation principles (such as Scratch Squash, accents, etc.)
 - Professional knowledge of Maya animation packages;

- Ability to work with rig automation plugins (such as MGear, Advanced Skeleton);
- The ability to create or modify rig (MGear, Advanced Skeleton).

This vacancy involves mandatory relocation from Russia and Belarus with the possibility of working in one of our offices in Armenia and Cyprus, or remotely from other countries (except the Russian Federation and the Republic of Belarus).

Examples of VFX that company do:

1. <https://www.artstation.com/artwork/zPxGA4>
2. <https://www.artstation.com/artwork/49zARq>
3. <https://www.artstation.com/artwork/zPXqaD>
4. https://youtu.be/yIPMxxTuelM?si=m_CpgOBY-lJT7J7v&t=700 (watch only VFX lightnings)
5. <https://www.youtube.com/watch?v=uzLhkc6UniE>
6. <https://www.pinterest.com/pin/269934571408289390/>
7. <https://www.pinterest.com/pin/7951736835503577/>
8. <https://www.pinterest.com/pin/851743348296951273/>

What company Offer:

Competitive salary and benefits package.

Opportunity to work with a talented and passionate team in a creative and dynamic environment.

Flexible working hours and remote/office work options.

Career growth and professional development opportunities.

A fun and inclusive company culture that celebrates diversity and creativity.

Last updated: 13.11.2024