

## Technical Artist

*VR, AR, Unreal (UE4), Unity, Game Development, 3D Art*

**Reports to:** Technical Director      **Date posted:** 22/06/2018

**Term:** Permanent, Full time      **Applications close:** 31/08/2018

### Job Overview

We are looking for a Technical Artist to join our team of talented creative artists and pioneering technologists at our Birmingham VR Studio.

The role will involve work on an exciting range of virtual reality projects, such as commercial work for agency and brand clients, VR research and development and some time dedicated to creative innovation.

We tailor VR solutions for audiences, using both room-scale VR and 360° video for devices like Gear VR. We work predominantly in game engines, such as Unreal (UE4) and Unity.

This role is based at our studio in Digbeth, Birmingham.

The ideal candidate will be able to bridge the gaps between the necessary coding languages and technical procedures, as well as the collaborative, creative process. They will have ability to clearly explain and demonstrate their approach and reasoning to colleagues.

### Duties and Responsibilities

- To work alongside the Technical and Art teams to help produce elegant optimised assets and systems for VR platforms
- Create optimised materials and shaders
- Design VFX and particle systems for VR output
- Work alongside Tech team to create custom VFX assets (combining Blueprints with custom C++ codebase)

## Skills and Experience

### Required

- Advanced understanding of the UE4 lighting systems
- A deep understanding of the rendering pipelines and how to optimise for frame-rate
- Excellent knowledge of UE4's Blueprint system
- Good knowledge of post-processing options
- Excellent knowledge of Cascade Particle Editor
- Portfolio of work to demonstrate experience and ability

### Useful

- Experience working with NVIDIA GameWorks and/or VRWorks UE4 branches
- Experience of PopcornFX

## Qualifications

- Computing / Development related degree or ability to demonstrate equivalent work experience
- A-Level graduate

## About Holosphere VR

We're a Birmingham-based VR Agency. A team of creative artists and pioneering technologists who feel passionately about the potential Virtual Reality has to promote positive change in the world. Our founders started Holosphere VR with the goal of building a studio with a skilled team, to create unparalleled VR content.

We craft world-class, immersive experiences that make a positive impact, and partner with clients of any size to achieve stunning results.

Find out more about us at [www.holosphere.co.uk](http://www.holosphere.co.uk)

### Small print

Please note that we don't accept CVs or phone calls from recruitment agencies. Holosphere Limited is an Equal Opportunities employer and welcomes applications from all candidates regardless of colour, race, religion, nationality, ethnic or national origin, gender (including gender reassignment), sexual orientation, age, marital status or disability.