HolosphereVR®

Creative Director

VR, AR, Unreal Engine (UE4), Unity, 3D Art, Motion

Reports to:	Commercial Director	**Date posted:**	13/03/2019
Term:	Contract, Permanent,	**Applications close:**	30/09/2019

Job Overview

We are looking for a Creative Director to lead and mentor our team of talented 3D artists at our Birmingham VR Studio, and work alongside our developers to realise world-class Virtual & Augmented reality applications from client briefs.

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

The ideal candidate will already be well established and competent either as a 3D artist and creative leader, but also have knowledge of the artistic and technical aspects of pulling traditional motion projects together. They should also ideally be looking to take even more control and management of the creative processes, and be confident expressing ideas in the presence of clients, colleagues and partners.

They will have the ability to clearly explain and demonstrate their approach and reasoning to colleagues, and motivate other creative staff to interpret and execute client visions effectively.

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, as well as traditional film and video software. This role is based at our studio in Digbeth, Birmingham.

Duties and Responsibilities

• Interpret client requirements to devise and demonstrate solutions using VR / motion mediums
• Lead the creation of concepts and pitches to a high standard in order to secure client business alongside the Commercial Director
• Lead on creative execution of projects in collaboration with clients / partners
• Create optimised materials / shaders and design VFX / particle systems for VR output
• Provide a central point of creative control for projects undertaken by the creative team
• Manage the day-to-day workload of the creative team
• Mentor other creative staff
• Liaise with technical team on execution of solutions

Skills and Experience

Required
- Experience leading 3D projects in a collaborative environment
- Excellent portfolio demonstrating abilities
- Advanced understanding of the UE4 engine & lighting systems
- A deep understanding of the rendering pipelines and how to optimise for frame-rate
- Good knowledge of UE4's Blueprint system
- Good knowledge of post-processing options
- Portfolio of work to demonstrate experience and ability
- Line management experience

Useful
- Excellent knowledge of Cascade Particle Editor
- Experience working with NVIDIA GameWorks and/or VRWorks UE4 branches
- Experience of PopcornFX
- Experience working on Motion / Video / Film projects
- Exposure to software development ecosystem

Qualifications

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

About Holosphere VR

We are a Birmingham-based immersive technology company, specialising in Virtual Reality, Augmented Reality and spatial 3D projection. A team of creative artists and pioneering technologists who feel passionately about the potential Mixed Reality has to promote positive change in the world. Our founder started Holosphere VR with the goal of building a technology hub with a skilled team, to create unparalleled immersive solutions that solve real-world business problems.

We craft world-class, immersive solutions 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

Small print