Senior Technical Artist / Pipeline and Tools Development

Peer

Remote　　　　**Full-time**　　　　**[Contact](#)**

About Peer

Peer builds a gamified social ecosystem on a proprietary, immersive 3D map. Currently, it consists of a mobile app and a web marketplace and the interactions are based on location sharing. This is just the beginning - the product vision has a broader horizon.

We are building a meta-world that becomes a literal peer to your real world.

The team you will be joining is not just playing around with social media - we are a team of tech, product, art, and design seniors creating technologies to enable innovative social experiences that have not existed before. And we are just getting started.

The creative art and strong visuals, both 2D and 3D are at the core of our products, gamified interactions, and UX.

About you

We are looking for a seasoned technical artist for 3D, with experience in gaming and mobile applications pipeline and production. As we create experiences that do not exist yet, we need a candidate with a creative tech vision and gaming experience.

This role requires working with cross-functional teams (the web, mobile teams, and marketing) to deliver products that meet user needs, and our business objectives and create space for novel interactions.

The candidate should be a creative technologist with a unique art aesthetic and a good mix of artistic and "soft" skills. Also, the candidate should have experience collaborating with engineers, product designers, animators, and 2D artists for both the web and the mobile app.

As we trace the yet-unknown trails, we seek a go-getter approach, a great team spirit, and someone open to continuous learning.

From an artistic POV, you have:

- A portfolio of 3D Art (including successfully launched projects) where the pipeline and integrations were done by you

- Experience with procedural asset generation

- Experience with accessibility, localization, and internationalization

- Features planning, prototyping visual development

- Strong creative vision with attention to business objectives

- A plus would be if you can show a good grasp of UX/UI

From a technical art POV, you have experience in:

- Design systems and tokenization of assets

- Creating highly optimized asset pipelines and tooling development for 3D engines

- Working with proprietary engines and understanding of shading algorithms

- Shader development, prototyping, 3D, 2D, textures...

- Modeling as a 3D artist

- Working with 3D and 2D animations

- Creating 2D pipelines

- Prototyping and Feature Design

- 3D/2D maps prototyping using OSM Data (this is a very strong plus)

- Syncing between artists and engineers

Required skills and qualifications

- Eight or more years of professional experience in 3D technologies, graphic and motion design, UI, and UX

- Proficiency with software such as Adobe Creative Suite, Figma, Houdini, Blender, Unity and / or Unreal Engine, Github, SVN, Custom Graphic Engines

- Experience in Python, VEX, and JS

- Experience with Version control, Github, and SVN

- Experience with Substance Painter and Designer

- Experience with Render Farms or large amounts of data computing

- Experience with 3D production (in gaming / mobile applications)

Objectives of this role

- Create, improve, and automate art and design pipelines - from 2D to rigging to prototyping and integration in Engine.

- Define and upgrade art department standards for production, productivity, quality, and client service

- Ensure the team adheres to current processes, identifies opportunities for improvement, and proposes and creates processes and tools to support design operations

- Creating quality documentation

- Solid communication and presentation skills

- Participate in the hiring process

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Peer is building a social network with gamification aspects built around a proprietary 3D map. This platform aims at creating innovative social experiences where location sharing is key.

We seek highly skilled and experienced Senior iOS Engineer with background in the field of software engineering and strong experience in building highly performant mobile applications with large audiences. The ideal candidate should have a deep understanding of iOS development and a creative mindset to deliver immersive and enjoyable user experiences. This role requires working together with cross-functional teams to deliver a product that meets user needs and business objectives.

Role requirements

- Technical skills: Proficiency in Swift, Objective-C, and the iOS SDK, with a good understanding of mobile app architecture and design patterns.

- Experience: 5+ years of professional experience in iOS development, with a proven track record of delivering high-quality iOS applications.

- Cross-functional collaboration: Work closely with design, engineering, and QA teams to ensure the product is developed according to specifications and meets quality standards.

- User Experience is **key**: Champion an exceptional user experience, ensuring the app features are user-friendly, accessible, and meeting design standards.

- Communication: Excellent communication skills and the ability to collaborate effectively in a agile team environment.

Technical stack

- Swift & Objective-C. The Objective-C is only used to interface our app with Go Mobile framework.

- UIKit

- Combine

- Swift concurrency

- SpriteKit for some animations

Benefits

- Competitive salary.

- Opportunity to work on cutting-edge projects and innovative technologies.

- Professional development opportunities and continuous learning.

- Collaborative and inclusive work culture.

- Full remote work.

Recruitment process

1. 30 min call with Talent Acquisition team member.

2. 40 min technical call with the iOS Team Lead.

3. 20 min call with our CTO.

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