TECHNICAL ARTIST JOB DESCRIPTION

Job Description:

Technical Artists are hybrid creative and technical operators who liaise between the artist and the programmer teams. They require both visual skills as well as programming knowledge to understand both disciplines and problem solve between departments.

A good technical artist will keep the artistic vision intact while working within the limits of the software systems used on a video game production. They work closely with the Game Designer, Lead Artist and Lead Programmer, advising on technical resources, researching new techniques, maintaining tools and pipelines, and preparing digital files of finished artwork to run efficiently without visual degradation.

Responsibilities:

- Liaising between heads of programming and design teams.
- Researching and developing technical tools for a project.
- Setting up workflows of art production.
- Supporting artists and engineers in the 3D art pipeline.
- Assisting in asset performance and validation.
- Solving complex technical issues during development.
- Deciding on what software and tools are required for game production.
- Developing and maintaining resources and pipelines along with programmers.
- Porting finished art to the game engine.
- Ensuring final art runs to full visual resolution.
- Working within the limits of the game engine, curating file sizes, polygon counts and loading speeds.
- Enforcing standards as outlined by heads of departments.
- Developing tools and software to execute the needs of the game.
- Preparing and designing character systems such as skeletons, cloths, effect emitters and ragdoll collision.
- Optimizing environments and establishing physics barriers.
- Writing custom software specific to the needs of the game which will work with industry standard scripting languages.
- Researching and overseeing the implementation of rendering techniques.
- Developing performance of frame rate and memory.

Qualifications:

- Minimum 1 year experience in a digital art content creation pipeline, ideally in the video game industry.
- 2–3 years of experience as a Modeler, SFX Artist in game industry.
- Professional experience as a technical artist/tools programmer.
- The number and variety of tech-art areas of interest in your past activity is also important.

Requirements:

Position Type: Full Time

Job Type: Experienced

Salary: To be discussed

Contact details: {{Contact information}}

Date: April 2, 2023