

JOB DESCRIPTION

3d FX ARTIST

General Details

Last Updated: January 11, 2010
Location: Quebec City, QC Canada
Manager: Art Director

Job Description

Are you looking for an exciting new experience? Are you ready to contribute to the creation of thrilling games and new challenges?

We are currently looking for a highly skilled & motivated Canadian based individual with a passion for video games for our Quebec City studio. The ideal candidate has knowledge of special effects, materials, and particle systems. Knowledge of scripting and shader creation are a plus.

Tasks and responsibilities

- Create high quality, real-time effects
 - Maintain a consistent art style under the direction of the Art Director
 - Work with particle editing in a 3D package (preferably 3ds Max)
 - Work closely with technical staff to fine tune and complete the animation system
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Requirements

- Bachelor's degree in film/animation, graphic design or related field preferred
- 2-3 years of experience in CGI animation and/or video games
- Work well in a team environment with the ability to collaborate with Design, Programming and Art Directors
- Highly experienced in 3ds Max and Photoshop
- Ability to create the quality of work necessary for Wii and/or Xbox 360
- Strong attention to detail and a good understanding of color theory, lighting and composition
- Ability to create all artwork required for the FX such as modeling, skinning, animation or lighting
- Understand how to recreate FX in a particle editor and have strong texturing skills
- Must accurately concept material, identifying the correct approach for the given task
- Experience creating both photo-realistic and non-photo-realistic visual effects
- Great communication skills, both written and verbal

- An understanding of computer graphic fundamentals and video game art production pipelines
 - Ability to establish priorities and multi-task efficiently within a high-pressure environment while meeting strict deadlines
 - Willingness to observe, absorb and modify own work based on many avenues of artistic criticism
 - Technical skills such as scripting and shader creation a plus
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Social advantages and work conditions

- Competitive basic wage rate – competitive salary
 - Collective benefit plan including full family coverage for medical, dental and optometric care
 - Relocation packages offered to candidates from outside the city or country. (Help in obtaining the necessary visa, etc.)
 - Flexible vacation and statutory holidays
 - One week paid vacation between Christmas and New Year's
 - The position is 40 hours a week - Monday through Friday, on site.
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Please submit the following directly to: seniorjobs@longtailstudios.com

- Cover letter
- Current CV / Resume
- Samples of your Effects Work both in game and personal works.
- Please reference the job title **3d FX ARTIST** in the subject line of your email.