

BulletFarm Technical Artist

Description

BulletFarm is looking for a Technical Artist with a focus on Art/Performance to join a forming team as we set out to build a new co-op FPS. We are a small, highly collaborative team focused on making awesome games for people to play, and weâ€™re looking for folks who are excited to work together and learn new things. The Job Tech Artist focusing on Art/Performance pipelines working on a co-op FPS game. You will: Own the performance, consistency, and workflows of brand-new Unreal Engine 5.x game pipeline to hit the target frame rate of 60 FPS at all times, with no exceptions Develop and optimize art pipelines and workflows, identifying bottlenecks and implementing improvements Help establish best practices and technical standards for the art team – ensuring consistency and quality Work closely with our Environment, Character, VFX, Lighting, Rendering, and other content teams to build new tools and pipelines Work with Technical and Art Directors to get the highest visual quality out of the Unreal Engine for each platform Establish tools, pipelines, and best practices to drive the content teams to ensure the game is built most efficiently while hitting our quality bar Qualifications: 3+ years as a Tech Artist and 5+ years working professionally Significant experience with materials, scripting, procedural content, and tool creation Have shipped at least 1 AAA title Understanding of all components of modern AAA game engine content pipelines and render pipelines Experience managing and upholding game-wide performance and memory budgets Experience with setting content budgets, asset optimization, platform challenges and best practices/techniques Proficient scripting/programming skills in Python and C# (C++ is a bonus!) Preferred Experience: Experience with Unreal 5 Lighting, Post Effects, Chaos, and Niagara Art background or strong understanding of Environment, Weapon, Characters, FX, Processes Please come work with us if any of this sounds exciting to you: You like being on the ground floor of something new; feel excited about contributing to company culture You play games. Lots of them. Especially ones youâ€™ve helped make. Good with wearing a few hats and getting your hands dirty Want to work from (almost) any where in the world – including your own home Salary Ranges: USD – \$97,000 – \$185,000 CAD – \$80,000 – \$165,000 We are committed to creating a diverse and inclusive environment, so even if you think you are under-qualified, let us decide by showing us your portfolio. Disclaimer: Position Leveling to be based on candidate experience and qualifications. Salary Range to be based on qualifications and local cost-of-labor. Please mention the word ****SPARKLE**** and tag `RMjE2LjI0NS4yMjEuOTE=` when applying to show you read the job post completely (`#RMjE2LjI0NS4yMjEuOTE=`). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com

Hiring organization

Bullet Farm

Job Location

Los Angeles, California, United States

Base Salary

\$ 60000 - \$ 100000

Date posted

June 15, 2024

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