



Technical Artist

Hammerhead is an immersive media company, focused on creating the next generation of virtual worlds and entertainment for VR/AR/MR.

With unique production capabilities and state-of-the-art 3D/4D capture facilities across our two specialist studios, Hammerhead and Dimension, we are busy working on exciting original games, cool projects and R&D collaborations.

We love to work with people who want to bring original and amazing ideas to life to craft extraordinary experiences and are seeking a like-minded Technical Artist who can bring their technical knowledge and experience to develop and optimise our art pipeline on Hammerhead's ambitious upcoming projects.

This is a fantastic opportunity for you to join a rapidly growing and pioneering studio. We offer a competitive salary depending on experience, plus a range of other benefits including flexible hours. We encourage applications from people of diverse backgrounds.

Key Responsibilities

- Create user friendly tools that allow the art team to work efficiently and to a high quality
- Develop visual quality of the game; including the creation of shaders, creating technical mockups, and introducing innovative asset creation techniques
- Assist in the development of workflows to create an efficient art pipeline
- Assist other artists in the technical aspects of asset creation

Requirements

- You have experience with Unity and/or Unreal Engine 4
- You have experience with 3DSMax/Maya, Photoshop and Substance Designer
- You can write dynamic and animated shaders for games (visual node based or handwritten)
- You have an understanding of the PBR pipeline
- You have experience making 3D assets for games (models, textures and materials)
- You are highly self motivated and collaborative
- You are constantly striving to learn and improve your skills
- You can effectively communicate with artists, programmers and other team members

Desirable

- Basic Unreal blueprint or Unity scripting knowledge
- Experience building particle and animated effects in Unity and UE4
- Solid understanding of the math behind shaders and effects in 3D Games (trigonometry, arrays, vector math etc.)
- Some scripting knowledge - C#/C++
- Ability to write HLSL/GSL and Shaderlab
- Knowledge of photogrammetry pipelines
- Familiarity with virtual reality head mounted displays and motion controllers
- History of working within rapid prototyping environments, such as game jams
- Real passion for video games, films and other creative mediums