Position: LIGHTING ARTIST
Location: MALTA, Hal Lija

PlayMagic is a game studio that design and develop games based on high profile licenses and original IP across a wide range of formats for the hard-core market segment.

Main tasks:
• Lighting: • Plan and gather reference to show the target visual result • Prepare the scene for lighting, by cleaning layout and creating the necessary conditions • Light the scene, under the guided lighting conditions, with Baked or Realtime Lights • Create different lighting scenarios from already existing, Lighted Scenes • Use Visual Effects to help focus on specific lighting conditions.
• Worldbuilding: • Plan and execute asset layout, with main and decorative elements, while taking in mind gameplay and story • Mix and match different set of assets in creative ways to make the most out of the Project’s Asset Library • Help the rest of the team to stay under Performance budgets and do any necessary adjustments to the Level to hit the target scope.
• 3D Asset Creation: • Work from concept or reference to create a 3D asset • Texture an asset to completion with the guidance of a Senior or Lead Artist • Keep organized file structure in the Art Source and inside the 3D and 2D Files and keep asset documentation up to date. • Be open to criticism and guidance for an asset and be ready to adapt accordingly • Import, setup, and pass assets in the engine, while keep the project specific values, structure and pipeline.

Required profile:
• Coordinate with Art Director and Art Lead about the style of the game in development.
• Work closely with Lead Artist to keep track of the development schedule.
• Be flexible in sacrificing quality in an early stage of an asset development to help a schedule to move on, then improving and polishing it at the appropriate stage of a project.
• Advanced level of English language.

The company offers:
• Indefinite contract duration. Flexible work hours.
• Salary: Depending on seniority between €24.000 – €34.000.
• Training provided. Software withing the company, engines.
• Logistic and documentation help with relocation.
• Sponsored relocation package for employees depending on seniority.

How to apply: CV + covering email in english, under the reference 369478 - LIGHTING ARTIST, to eures.recruitment.jobsplus@gov.mt with copy to dora.silva@iefp.pt until 27/05/2021.

Further info: on this job vacancy please contact eures.recruitment.jobsplus@gov.mt or EURES adviser Dora Silva by e-mail dora.silva@iefp.pt

Recruitment process starts with a Discipline Lead, followed by skill test, followed by final interview with CEO.

EURES mobility supports may be available if you apply to this vacancy. Please check www.iefp.pt/eures