Company: Lightrunner Studio London

Position: Sr Unreal Technical Artist - UK based, we cannot provide visa help at this stage.

Location: London, flexible remote work within the UK.

Job Summary:

As an Unreal Technical Artist, you will be at the forefront of integrating real-time technology into our visual effects pipeline. Your primary focus will be on look development, lighting, and final output within Unreal Engine of VFX assets. Experience with VP/LED volumes is highly desirable.

Key Responsibilities:

- Develop and maintain high-quality real-time shaders and materials that can be used as final output in applicable VFX projects.
- Optimize lighting setups for real-time performance while maintaining high visual fidelity when needed.
- Create and manage lighting rigs for shots and sequences.
- Troubleshoot technical issues related to lighting and rendering.
- Document and improve the process and collaborate with other departments to ensure the smooth integration of VFX and Unreal assets.
- Mentor and guide other artists to improve their skills and knowledge.

Qualifications:

- Degree in computer science, software engineering, or equivalent experience.
- Proven experience as a Technical Artist with a focus on Unreal Engine in a VFX or game development environment, focusing on a photorealistic output.
- Knowledge of the Maya/Houdini to Unreal pipeline, and mentoring artists on it.
- Blueprints, levels, materials, etc, in depth knowledge, ability to quickly prototype.
- Profiling and optimization, within the boundaries of a TA.
- Excellent problem-solving and communication skills.

Additional desirable skills:

- Proficiency in industry standard software such as Houdini/Karma, Maya/Arnold, Katana, Nuke, Gaffer (+++).
- Experience with Python scripting and/or C++ coding.
- AR/VR experience.
- Experience with a USD pipeline.

If you are an experienced Unreal TA with a passion for creating visually stunning VFX projects, please apply with your resume and demo reel.

About BFS and Lightrunner Studio:

Founded nearly a decade ago, BFS hosts more than 450 talented artists in multiple locations around the world, including Chennai, Pune, London and Vancouver and is expanding its business to further provide a full range of CG/VFX and creative services of the highest caliber.

At Lightrunner Studio we are dedicated to promoting diversity and equality in the workplace and want to create an equitable and inclusive environment for all our employees. We believe that everyone has the right to be treated with respect and dignity, and that everyone should be given a fair chance to succeed.