

SMOKING GUN™

INTERACTIVE

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Artist – Visual Effects

Smoking Gun Interactive is looking for an experienced Visual Effects Artist to join our team! The ideal candidate has excellent technical and artistic skills, and a passion for games. Visual Effects Artist is responsible for researching, creating, and implementing exceptional quality game-ready art content in accordance to the visual and technical standards of the project, and in collaboration with members of all disciplines on the team.

Responsibilities:

- Collaborate with the Art Director and/or Lead Artist, to develop the look for FX treatment
- Work closely with a Designer, Programmer, and Audio designer to plan and rapidly create functional FX prototypes to facilitate gameplay iteration
- Create and implement final quality game-ready particle systems and atmospheric post processing FX within tech specifications and memory constraints
- Create of 3D models and next-generation textures (normal, diffuse, specular, etc) for the use of game visual effects
- Assist in defining technical support and features necessary to accomplish the FX tasks
- Take ownership of tasks and allotted timelines, and work with the assigned Lead and Producer to manage priorities and workload
- Maintain proficiency in the use of in-house tools and art pipeline
- Proactively problem-solve and troubleshoot as needed to accomplish tasks or to assist others
- Keep up to date on game design and technical requirements relevant to tasks
- Collaborate with artists and/or other disciplines on the team to accomplish assigned tasks

Position Qualifications:

- 2-3 years of related experience, minimum 2 years game industry experience
- Multiple shipped game titles preferred
- Experience in Xbox 360, PS3, Wii, Kinect or PC console systems is an asset
- Expert proficiency using 2D art creation/manipulation packages, including but not limited to Photoshop
- Expert proficiency using 3D modeling packages, including but not limited to 3D Studio Max
- Good aptitude for problem solving and effective collaboration with other disciplines of the team
- Excellent verbal and written communication skills
- Strong personal motivation for excellence and high level of professionalism
- Proven ability to work independently with limited supervision, and to multi-task under pressure
- Keen interest in games and the industry

Assets:

- 2-3 years of post-graduate traditional art training, Degree or BA in Fine or Graphic arts or equivalent professional experience
- Creation and implementation of shaders and rendering techniques
- Knowledge of lighting principles and ability to set up lighting rigs
- Knowledge of scripting (i.e. Max Script)

Not sure if your VFX portfolio reel has everything we may be looking for?

Visit our careers page at www.smokingguninc.com and download the SGI Artist Visual Effects – Evaluation Criteria.pdf