

Lightning Artist (mid-level)

Want to work with one of the biggest Danish video game companies making old-school action games alongside passionate, emphatic, and amazing colleagues?

Who are we? Slipgate Ironworks is a game development studio located in Aalborg, Denmark. We are fans of old school action and strategy games with multiple titles in development, and we are soon beginning development on a new AAA title based on a cult classic. Maybe you have already played some of our games such as **Rise of the Triad**, **Rad Rodgers**, and most recently **Ion Fury**, **GRAVEN** and **WRATH: Aeon of Ruin**. Slipgate is characterized by Danish working culture, a flat organization with a high team spirit, where we get excited about new ideas no matter who brings them up.

Job Description

As our lightning artist you will be responsible for creating and maintain all elements of lighting.

Job Responsibilities:

- Create and maintain all elements of lighting i.e. dynamic, prebaked, interior and exterior setups, cinematic set and character lighting
- Ensure that all lighting deliverables are completed fully and in line with production schedule
- Collaborate on post process pipeline with leads, and art direction
- Maintain a balance between visual quality and performance requirements for real time game application
- Remain up-to-date with lighting techniques through industry research and prototyping new tech with code
- Keep artistic style consistent with defined visual style for the game
- Work with design to make sure lighting accentuates missions, objectives and game flow
- Participate in R&D of new techniques to implement into production pipeline

Who are you?

We see you as a person with some years of experience working as a lightning Artist in the game or similar industries. You are a person who has good experience creating light in different setups and has good technical skills and knowledge, a good eye for out-of-the-box problem-solving and is able to multitask and follow the timeline/milestones being offered.

Role Requirements:

- Strong technical background and understanding of how In-Game lighting engines work, with ability to grasp new programs and systems quickly
- Ability to work with a high degree of self-direction and motivation
- Being able to prioritize and multitask
- Having sound knowledge and use of lighting techniques in the video game or VFX industries.
- Demonstrable experience with 3DS Max, Photoshop, After Effects and other 3rd party software or tools used in the production of environment and character lighting

Practicalities

Location: Offices in Denmark (with relocation) or Remote

Expected starting date: As soon as possible

Job type: Full-time/Full-Time Contractor

Level of experience: Mid-level

How to apply? Email us at jobs@slipgate-ironworks.com with:

- i. CV
- ii. Link to your portfolio
- iii. Anything else related to your background and experience