



JOB PROFILE and PERSON SPECIFICATION

Role: CGI Real-Time Artist

Reporting to: CGI Head of Real-Time

Snapshot of role:

Develop and produce Real-Time experiences, to include car configurators, in multiple environments to a photo-realistic standard. Also produce high quality 3D Real-Time assets for use on various media, such as VR headsets, touchscreens, mobile devices etc.

Key role responsibilities:

- Take ownership for and assist with a number of projects from brief to delivery producing Real-Time online configurators using Unreal Engine 4, ensuring that the final project is delivered on time, on budget and on brand
- Create photo-realistic environments for the automotive industry using the UE4 Real-Time engine
- Texture and shade automotive vehicles to a high level in Unreal Engine 4
- Ensure communication is maintained with the CGI Creative Director, your line manager and the Project Management team regarding project progress and any issues that arise
- Photograph and collect textures/references for specific tasks, for example: CGI set builds
- Consistently share knowledge at team meetings and share work you have created to participate in the continual development of the CGI Studio and gain valuable feedback
- Proactively develop your own technical skills and understanding, to contribute towards the overall efficiency and innovation of the CGI Studio, and develop our offering to clients

General accountabilities for all staff:

- Carry out any reasonable duties as identified by your Line Manager or Team Leader
- Positively represent Burrows to our customers and suppliers
- Ensure compliance with all contractual employment obligations
- Ensure compliance with our ISO standards
- Fully participate in the company's performance management and development programmes
- Maximise own ability to produce quality work, on time, and to brief, utilising best skills and available technology
- Work in accordance with the company's Human Resources policies and procedures
- Ensure compliance with health and safety requirements



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About you:

- Proactive approach to continually develop personal skills and knowledge
- Energy and enthusiasm to progress within the CGI Studio, and contribute towards the overall efficiency and quality of the Studio
- Able to manage own workloads and deliver on time to the required standard
- A troubleshooter and problem solver
- Able to work as part of a team as well as autonomously
- Driven individual with a passion for CGI and continual improvement in the field
- Keen eye for detail and able to work within structured pipelines
- Excellent verbal and written communication skills
- Able to work overtime as and when required, sometimes at short notice

Experience in the following would be advantageous, but not essential:

- Proven track record producing CGI for still imagery, animated sequences or rendered sequences for the product visualisation industry (such as automotive, transportation, architectural or consumer products)
- Experience of using Maya, 3DS Max, V-Ray, Photoshop, After Effects
- Previous games development experience including environment design
- Previous experience of publishing Real-Time applications to web/mobile devices

Your experience and knowledge

- Running projects/part projects on time to brief and on budget
- Excellent verbal and written communication skills
- Strong experience solving problems and resolving issues
- Solid understanding of CGI pipelines and a proven ability to help build or expand current pipelines
- Experience of using relevant software packages – Unreal 4 Engine, Unity etc.
- Undergraduate/Postgraduate degree or diploma in a related CGI, Design or Artistic discipline

This job profile accurately reflects the requirements of the job at the time of writing but may be subject to change to meet the changing needs of the business.