
CGI Junior Real-Time Artist

Assist with developing and producing Real-time experiences, which include car configurators in multiple environments to a photo-realistic standard.

Also assist in producing high quality 3D Real-time assets for use on various media, such as VR headsets, touchscreens, mobile devices etc.

Role Responsibilities

- Assist with projects from brief to delivery, producing real-time online configurators using Unreal Engine 4, helping ensure the final project is delivered on time, on budget, and on brand
- Be responsible for smaller projects that may also form part of a larger project, while ensuring your line of reports are well informed
- Create photo-realistic environments for the automotive industry using the Unreal Engine 4 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

All Staff Responsibilities

- 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

Your Qualities as a Candidate

You're someone who enjoys working in Real-time and hold a strong portfolio to demonstrate your skills.

You have a constant desire to improve your abilities and you have a can-do approach to problem solving. You are a driven individual who has a keen eye for detail and quality.

Essential Skills & Knowledge

Personal Attributes:

- 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 trouble-shooter and problem solver
- Team oriented, 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
- Genuine interest in the 3D industry

Your experience and knowledge:

- Proven ability to produce Real-time experiences
- Excellent verbal and written communication skills
- Good experience solving problems and resolving issues
- Solid understanding of CGI pipelines and an ability to help build or expand current pipelines
- Good core Blueprint skills
- Experience of using relevant software packages – Unreal Engine 3, Unity etc.
- Undergraduate/Postgraduate degree or diploma in a related CGI, Design or Artistic discipline

Advantageous Non-Essential Experience

- Some experience producing Real-time experiences for product visualisation (such as automotive, transportation, architectural or consumer products)
- Experience of using Substance, Maya, 3DS Max, V-Ray, Photoshop, After Effects, Premiere
- Previous games development experience including environment design
- Previous experience of publishing Real-time applications to web/mobile devices