

## Role summary

A unique opportunity has arisen for a talented Technical Artist to join a highly creative environment at Foster + Partners. The real-time team are responsible for developing highly immersive and realistic interactive experiences for projects from walkthroughs through to VR and mobile content. The team are looking for a motivated Technical Artist, who has a background in games or a similar creative industry, with a strong interest in real-time development who is experienced in Unreal Engine 4.

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## Role definition

**Job Title:** Real-time Technical Artist

**Reporting to:** Head of Visualisation

## Responsibilities

- Identify pipeline inefficiencies and implement improvements
- Research and prototype emerging workflows
- Assist team with project profiling, troubleshooting and optimisation
- Collaborate with other teams in the studio to coordinate shared resources and pipelines
- Develop tools for DCC packages and Unreal Engine
- Balance day-to-day tasks with longer term goals and projects

## Qualities and skills required

- Experience with Unreal Engine 4
- Comfortable scripting with Python and Blueprint
- Experience with Perforce or other source control solutions
- An art background with knowledge of asset creation and DCC packages such as 3Ds Max
- Ability to problem solve and think creatively
- Is organised, can self-manage and prioritise effectively to meet deadlines
- A team player who can communicate clearly to artists and other team members

## Desirable

- Experience with C++
- Experience with Autodesk Shotgun
- Has developed for mobile platforms
- Experience in the games industry

This description reflects the core activities of the role but is not intended to be all-inclusive and other duties within the group/department may be required in addition to changes in the emphasis of duties as required from time to time. There is a requirement for the post holder to recognise this and adopt a flexible approach to work. Job descriptions will be reviewed regularly and where necessary revised in accordance with organisational needs. Any major changes will be discussed with the post holder.