



SENIOR REALTIME ARTIST

JOB DESCRIPTION

Full time (Monday-Friday)

Starting ASAP

At Cityscape Digital, here's what we believe it means to be a Senior Realtime Artist, in a nutshell. We are looking for a highly organised Senior Realtime Artist with a passion for architecture, or a strong desire to learn. We expect our artists to make things beyond the world of architectural visualisation; your portfolio should include evidence of your broader artistic interests.

We are after someone who has a proven history of leading projects and is able to work independently as well as lead a small team. A thorough knowledge of your chosen Game Engine software is a given, as is a love for pushing its limits, as well as discovering new features and innovative methods.

You are comfortable working and negotiating directly with clients. You understand the role of the client in every creative team. You appreciate that good work is measured by what it achieves for the person who commissioned it. Business interests you, so does London.

You have a restless obsession for making everything better, whatever it takes, and this makes you a harsher critic of your own work than anyone else will ever be. You can independently develop strong and whenever possible, innovative, imagery. You look anywhere and everywhere for inspiration; and you drag other artists into reviews of the visual universe at every opportunity. You believe creativity (visual or technical) is the answer to all problems.

ROLES AND RESPONSIBILITIES

Roles and responsibilities include but are not limited to...

GENERAL

- Lead in creating Realtime and Virtual Reality experiences for the property development and architectural industries; work ranging from rapid, live design prototyping to fully photoreal VR marketing experience
- Mentor other staff, both creatively and technically; we believe in people training people
- Adopt a leadership position in the studio; others will look to you for advice and guidance
- Work with a high level of autonomy while leading a project (or multiple) team/s

WORKFLOW AND TECHNICAL

- Building and designing for VR and new technologies
- Devising and implementing new workflows and processes; contributing to the continuous evolution of the studio
- Ensuring work is done in the right way in softwares; set the bar on this for more junior staff
- Take responsibility for the systemisation and analysis of processes, along with other senior members of the team
- Seeking to standardise and automate tasks where possible; freeing up time for creative growth

- Adhering to server structure and naming conventions
- All artists responsible for contribution to assets library; harvesting sets, models and materials in the process of delivering live jobs

CREATIVE

- Show exceptional visual talent ; sets the creative standard for the studio
- Ability to render Photoreal; knowledge of how light behaves, scientifically and artistically
- Look for own creative inspiration and build this into workflow, making bold creative choices and seeing them through
- Lead team critiques and seek critique of own work from peers
- Have an informed interest in architecture; strong design awareness and taste
- Lead development and innovation within the studio, both creatively and technically

PROJECT AND CLIENT MANAGEMENT

- Assist Project Managers with estimating timescales and quoting projects
- Working efficiently and effectively at all times; exceed project targets
- Be able to demonstrate highly developed communication skills
- Develops relationships with clients, architects and external parties; will be required to run meetings, resolve conflict
- Ensure best-practice communication protocols are followed, our approach is; face-to-face, phone, email
- Responsible for full appraisal of all project information before commencing on a project; assess holes and errors, identify and flag these
- Expected to attend client meetings fully prepared and engage with parties in attendance; as well as facilitation (setting up, attending and running) of boardroom demos

REQUIRED EXPERIENCE

- Senior/lead artist experience required; able to prove history of producing large scale projects
- Experience in architecture desirable - people from different (games) backgrounds will be considered provided they show experience in creating photoreal work
- Unreal knowledge, as well as 3DS Max or Modo modelling skills
- Passion for virtual reality and cutting edge developments in the industry; able to recognise VR as a business development tool

ESSENTIAL SKILLS

- Basic knowledge of blueprints and other scripting languages (e.g. C++ or python)
- Able to read architectural plans and drawings, and interpret CAD models (or extreme willingness to adopt this skill)
- High standard of personal efficiency in Unreal and 3D; good knowledge of UE4 and 3DS Max for modelling
- Proactivity and risk-taking actively encouraged; make good judgements and act on them
- Good verbal and written communication skills; able to interact with other staff and external parties
- Experience leading a team
- Excellent attention to detail
- Good time management skills
- Strong presentation skills necessary
- Photography and drawing skills are considered a bonus

CITYSCAPE DIGITAL

Cityscape Digital is a large leading visualisation studio located in the heart of Shoreditch, London's coolest neighbourhood. We produce some of the highest quality visuals, interactive, VR and film in the industry. We work with the world's top architects and property developers. Most of our work is in London and across the UK.

You have to be a bit pushy to work at Cityscape Digital. Like any leading creative industries company operating at the top of its game, the work is often fast-paced and challenging. When deadlines are tight and we ought to be banging out a competent job, instead we still pursue brilliant visual ideas and exquisite craftsmanship. This works best when artists are highly communicative and beat their own path to a beautiful finish. We're not crazy about headphones for this reason. Cityscape is an excellent environment for the proactive artist, we are famed for our family environment and high respect for artistry from any creative background.

BENEFITS

- Happy hour from 5pm on a Friday
- Private health cover after 1 year of employment
- 20 days annual leave, increasing to 23 after 5 years service
- Pension scheme
- Fruit, snacks, tea and coffee provided
- Big summer and Christmas parties, as well as monthly group nights out
- Dinner provided when working late to meet deadlines
- Travel card loans after successful probation

HOW TO APPLY

Applicants with strong portfolios of visual work will be shortlisted for interview.

If you are interested please send a portfolio and CV to recruitment@cityscapedigital.co.uk with the email subject "*Senior realtime artist 2019*".

We are also happy to receive links to your best and most appropriate work, but if there is no PDF portfolio or website attached to your email **we will not review your application.**