

# Lead Technical Artist - Hasbro

We're looking for an outstanding **Lead Technical Artist** to join us on an exciting unannounced science fiction game! You'll head up a team building the art tools and pipelines required for a AAA game based on the latest Unreal technology. As a leader you will partner with the Art Director to prioritize and architect the tools our cross-discipline artists will use to make our games.

As a developer you are a specialist in your field, combining artistic skill with technical know-how in programming or scripting. You bring a breadth of knowledge that ideally covers several of the artistic fields needed to build compelling visuals in engine. You understand the importance of art workflows and pipelines on the efficiency of an art team and understand emerging trends and technologies in video game content.

If you have experience both as an artist and technologist we'd love to tell you more about what we're working on!

## **What You'll Do:**

- Coordinate internal R&D for Art tools, production pipelines, and content creation.
- Lead and mentor other Tech Artists on the team.
- Partner with the Production Art Director in building a strategy and schedule for tools and pipeline construction. Collaborate with the rendering team to define art-related performance targets and budgets, and supervise the creation of tools to measure progress.
- Work hands-on to build and develop new Art tools.
- Analyze tool usage by the Art team to refine and streamline processes.
- Identify new tools and technologies to improve content production.

## **What You'll Bring:**

- 5+ years experience in Art tool and pipeline creation for interactive entertainment.
- Broad knowledge across several art subject areas, including environment, character, VFX, UX, lighting, shading, and rendering.
- Technical experience with tool-related programming and scripting.
- Thorough understanding of video game development, art processes, and production pipelines.
- Experience with Unreal engine is ideal.

- Experience leading, developing, and mentoring and inspiring a technical team to create outstanding art tools.
  - Ability to foster a dynamic and collaborative team environment.
  - College education or equivalent experience in related arts and technical field (CS, engineering, programming, scripting).
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