



Strawberry Fields Interactive INC. is looking for a full-time Technical Artist for a Role Playing Game (RPG) in Virtual Reality (VR).

Project Title: Aeksia

Genre: VR platform for Theatre RPG

AEKSIA

— STEP INTO THE ROLE —

We are looking for an adventurous and experienced Technical Artist who's up for a special challenge. Aeksia is a new style of Multiplayer VR RPG. It borrows the best RPG experiences from Action, Tabletop, Adventure and LARP RPGs and transforms them into a distinctive play experience that is only possible through multiplayer VR. We call it Theatre RPG.

You are an experienced and passionate Technical Artist. You've worked in VR and are excited by the possibilities it offers. You know and can articulate why no one has gotten it quite right yet. You want to be part of a team that will.

Your Responsibilities:

- Work directly with our Technical Lead Architect.
- Modeling skills, UV, texturing, rigging and animation
- Proficiency in at least one industry-standard modeling software: 3D Studio Max, Maya or Blender
- Knowledge about how to create a 3D art pipeline
- Defining and/or creating rendering pipelines
- Creation of shaders and materials
- Searching for new techniques and tools about 3D optimization
- Analysis of the artistic vision and transposition to technical team inside Unity
- Monitoring compliance with the technical and visual criteria established by the product management

Requirements:

- Working very closely with a multidisciplinary team
- Artistic and design notions, such as colors, lighting, composition and animation

- Animation System
- UI (buttons states animations)
- Particle effect system in Unity (not visual effects)
- Demonstrable experience in Virtual Reality. **You ideally have shipped a VR game.**
- Clear, analytical thinker with a proven ability to break gameplay design down into regular, reusable systems and articulate and document them
- Ability to quickly prototype and test concepts
- Comfortable getting your hands dirty working directly in Unity
- Knowledge of the game production pipeline
- Experienced on creating VR interactions focusing on end-user usability
- Ability to optimize and ensure the visual and technical quality of the project together with art and programming leaders.
- Ability to troubleshoot and create tools/plugins that help/speed up production.
- Basic level programming of C#
- 5+ years of Unity experience
- Key knowledge in Unity:
 - Asset import
 - Lighting: baked and real time
 - Animation
 - Sequencer
 - Cinemachine
 - Configuration of materials/Shaders
 - Import, configuration and implementation of assets
 - Scene setup
 - VFX and Particle System
 - Post processing
 - Profiling and optimization (file size, polygonization, draw calls, memory etc)
- Portfolio of sample projects