

LIGHTNING & VFX ARTIST

FOR UNITY GAME (SEE SIMS VR/AR)

Who we are and what we do:

We, an international remote software company called [Avataris](https://www.avataris.io) (<https://www.avataris.io>), are developing a photorealistic metaverse using Unity game engine that serves as a life simulation, integrating our own unique AAA games and lifelike AI-powered digital humans. Our games are based on interpersonal relationships, realistic environments, and unique narrative-driven gameplays. Digital Humans are created with maximum realism in mind to create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hairs, skin, cloths and muscles and VR hand and body interactions, etc.). As part of our team, you would work with cutting-edge technologies to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team we are looking for Lightning & VFX artists.

Possible tasks (depending on your interest and suitability):

- Creating realistic time of day cycles and weather effects
- Global illumination, lightbaking (Magic Lightmap Switcher), post-processing
- Creating special effects that add depth, readability, and awe to gameplay
- Design and implement dynamic and dramatic special effects that add atmosphere and depth to gameplay
- Creating particle effects, dynamic simulations, and shader effects
- Balance visual satisfaction and gameplay clarity
- Prototype new effects content types that you, or others, come up with

Your skills/experience:

Important:

- 2+ years of experience in the video games industry
- 2+ years of experience with Unity 3D
- Advanced skills in 3D/2D Software - Maya, 3ds Max, Photoshop, After Effects

- Experience creating performant lighting in Unity (i.e., using light and reflection probes, progressive lightmapper, and enhanced post-processing)
- Weather simulation with great performance (i.e., shader-based rain/snow effects, creating volumetric clouds and fog, weather simulation with VFX graph)
- Experience creating high-quality, real-time VFX with Unity's VFX Graph
- Experience with shaders & ShaderGraph
- Strong visual awareness and artistic ability

Advantageous:

- Experience with raytracing
- Strong experience with performance improvements and Unity Profiler

The advantages of our job offer:

- Leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- Insights into state-of-the-art technologies and testing of state-of-the-art approaches
- We are a promising pioneer in gaming and avatar
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team

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