

ENVIRONMENT / UNREAL GENERALIST ARTIST:

Spirit Bomb is a new media studio and record label, producing virtual characters with a focus on music and narrative content, across digital platforms and IRL. Our studio has worked with artists ranging from The Weeknd to Flying Lotus to Kendrick Lamar, creating immersive and engaging audio-visual experiences for live events and digital media. We see many opportunities in the virtual artist space to envision new experiences for fans, and to create opportunities for musicians and visual artists.

As an *Environment Artist / Unreal Generalist* at Spirit Bomb, you will help build the worlds our virtual artists live in. You will work closely with our creative team to bring story concepts to life, and play a central role in the content development pipeline.

Responsibilities

- Source and/or create models, and assemble scenes for both architectural and organic environments in Unreal Engine.
- Integrate final character animation and/or custom built FX into scenes.
- Build cinematic lighting and compose camera moves through scenes.
- Additional environmental or generalist responsibilities may be assigned as needed.

Required Qualifications

- 3+ years experience in gaming, film/TV, or related industry modeling environments using UE.
- Substantial portfolio of work demonstrating environment design in Unreal Engine.
- Strong foundation in working with Sequencer, Blueprints, and creating custom setups in UE.
- Knowledge of modeling, UV mapping, and texturing assets for UE and cinematics in 3D app of choice.
- Strong conceptual knowledge of design principles, real-world lighting, color theory, and composition.
- Ability to take initiative and solve problems as they arise.
- Ability to work within tight deadlines, adapt to different workflows, and work within a lean startup team environment to achieve company-wide goals.

Preferred Qualifications:

- Knowledge of a sculpting application such as Zbrush or similar.
- Substance Painter / PBR Texturing workflow experience.
- Scripting, and helping build tools to make pipeline for a small team more efficient.
- Understanding workflow between real time game engines to pre-rendered vfx.

Values:

- Open-minded to a variety of artistic styles, aesthetics, and viewpoints.
- Excited about shaping the medium of virtual artists, and creating new and joyful experiences for fans and creators, across a variety of emerging and established platforms.
- Appreciation of healthy team dynamics in an inherently creative medium, and balancing profitability goals with artistic values and priorities.
- Self-starter, entrepreneurial mindset in forecasting roadblocks and proactively anticipating creative solutions.
- Love of music, film, and new creative opportunities offered by technology.

At Spirit Bomb, we are highly cognizant that creativity and innovation emerge from diverse and motivated groups of unique individuals. We seek to create a safe and inspiring work environment, and give ourselves the best chance to create value for an abundance of individuals and communities.

As an Equal Opportunity Employer, we do not discriminate on the basis of race, gender identity or expression, sexual orientation, religion, disability, national origin, age, or any other status protected by law. Everyone is encouraged to apply.