

TECHNICAL / FX 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 a *Technical / FX Artist* at Spirit Bomb, you will help build tools and systems to be utilized in video and interactive content development. Your contributions will integrate with the larger content team to bring our characters' stories and personas to life.

Responsibilities

- Program shaders, procedural systems, cinematics, and characters in Unreal Engine.
- Build custom tools and scenes for video and interactive content in Unreal Engine.
- Work between all departments (pre-production, environment, characters) on shared technology
- Support the content team in debugging and optimization of scenes.
- Additional responsibilities may be assigned as needed

Required Qualifications

- 3+ years work experience working in Unreal Engine and/or Substantial portfolio of work demonstrating
- Strong artistic background and content development skills such as, texturing lighting, vfx, or any other relevant areas.
- Experience using motion capture technology such as Rokoko Studio or similar.
- Excellent problem-solving skills and the ability to work with minimal supervision
- 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:

- Experience with Niagra
- Scripting, and helping build tools to improve the efficiency of our pipeline.
- Understanding workflow between real time game engines to pre-rendered VFX.
- Experience with other 3D apps such as Houdini, Blender, Maya, etc.
- Experience with Character Animation

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.