



Cloudhead Games is seeking a **VFX Artist!**

We are pioneers at the forefront of Virtual Reality's resurgence. With over five years of research & development we have created innovative solutions and award winning content, proving the capabilities of this new medium. As a VFX Artist, you will help us blaze trails through the great possibilities of VR.

Any successful candidate will be able to play a key role in the creative design, asset management, and technical implementation of our game's VFX. You must have a strong desire to work in a small, creative, and innovative development environment. You must have an eye for composition and color, and be self-driven and able to work independently on your own initiatives.

We have a strong preference for the successful candidate to join us at our headquarters located in beautiful Qualicum Beach, BC. However, remote workers in our Vancouver location may also be considered.

Potential to be contract or a full-time position.

Responsibilities:

- Conceptualize and create stunning visual effects for AAA VR games using Unity3D
- Work with Designer and Art Team to create VFX for gameplay, embellish environments, and create memorable cinematic moments
- Work with Engineering team to develop and improve our VFX tools and pipelines
- Understand and work with the team to design effects that meet the technical and aesthetic requirements specific to VR

Requirements:

- Unity 3D experience
- Experience in Motion Graphics and VFX
- Experience with shipping PC, console, or VR games
- Fluent knowledge with Maya and Photoshop (or equivalents)
- Advanced knowledge of real-time particle systems, rigid simulation, shaders, and materials

Nice to have:

- Strongly favour versatility in drawing, texturing, modelling and/or animating in 3D
- Experience in animation or rigging
- Experience creating and managing VFX asset pipeline
- Experience working on an Agile Development Team
- Experience with Visual Scripting systems

Apply: Please send letter and resume to jobs@cloudheadgames.com

Start date: ASAP

Note: Due to the accelerated timeline, only qualifying candidates will be contacted.

Cloudheadgames.com / @cloudheadgames (YouTube / Twitter / Instagram / Facebook)