



Cloudhead Games is seeking an **Intermediate to Senior Technical Artist** to help propel our smash-hit VR action game “Pistol Whip” to continued success in upcoming updates across multiple VR platforms.

We are a virtual reality game studio with headquarters based in beautiful Qualicum Beach on Vancouver Island, BC. We are an equal opportunity employer with a diverse, talented group focused on developing the most advanced consumer VR experiences. With over seven years of research and development, we have created innovative solutions and award-winning content, proving the capabilities of this new medium.

As an Intermediate to Senior Technical Artist, you will help us blaze trails through the great possibilities of VR. As a successful candidate, you will have a strong preference for working in a fun and innovative development environment poised for growth. You will work closely with the Lead Artist to produce solutions for our art pipeline. You should possess an excellent grounding in artistic development, excellent visual skills, a keen eye for detail, and a natural ability to communicate as part of a creative team.

Dedication and excitement for VR runs deep within our company, so you should bring the passion to match.

This is a permanent full-time position.

Responsibilities:

- Work close and collaborate with the lead artist and development team
- Work as a link between artists and engineers
- Ensure art is created to spec and within technical budgets
- Anticipate complex problems and propose adaptive solutions, considering the entire production pipeline
- Research and develop new technologies that enhance visual quality or solve artist challenges

Qualifications:

- At least 4+ years of experience in the games industry or related field
- Deep experience working with Unity
- Expert knowledge of 2D and 3D art packages; Maya/Photoshop required, Houdini/Substance Designer a bonus.
- Experience with asset optimization challenges/techniques

- Experience with VFX/particle system creation and optimization within Unity
- Experience with shader creation and optimization (code and shadergraph)
- Experience working on an Agile Development Team
- Excellent problem-solving abilities, proven ability to tackle hard problems in creative ways
- Positive attitude with a desire to work in a team environment towards a common goal
- Must have the ability to work within the Pacific Standard Time Zone (PST)

Additional beneficial experience:

- Rigging/Animation
- Art pipeline tool creation
- Other aspects of game art creation (modeling, lighting, texturing, etc.)
- Interest/experience with other artistic pursuits - drawing, painting, photography, etc.
- VR projects, especially mobile VR (Gear VR/GO/Quest)
- Profile for performance bottlenecks and propose optimization solutions

Benefits:

- Two weeks paid vacation plus One week paid during our studio closure between Dec 25th-31st
- Competitive compensation package
- Employee Stock Ownership Plan
- Health benefits through Manulife

Currently, this position will require you to work from home with support from Cloudhead. We are a distributed team with a focus on remote collaboration. When/if we open our physical location we will maintain a hybrid studio.

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

Note: Due to an accelerated timeline only qualifying candidates will be contacted