

# ENVIRONMENT ARTIST

IN+GAME  
STUDIOS

Location: Brno/Remote  
Contract: Full-time

## WHO DO WE NEED?

For our new project, we are seeking an Environment Artist who is as passionate about the way the visual art of videogames is being implemented in Unreal Engine.

Are you passionate about creating FPS multiplayer environments based on American cities? You belong to our team!

## WHAT IS THE JOB ABOUT?

- Finishing environments based on the provided level design
- Using the next-gen technology in the latest Unreal Engine
- Work collaboratively with level designers, environment artists, and outsource teams

## WHO WILL BE A GOOD FIT?

- Basic knowledge of Unreal Engine
- Knowledge of at least one 3D and 2D modeling package (ideally Blender)
- Well-versed in texturing applications such as Substance Painter and Substance Designer
- Comfortable with PBR workflow
- Design and color theory knowledge
- Great teamwork and communication skills

## WHAT IS NICE TO HAVE?

- Up to date with recent Unreal Engine features and tools
- Passion for video games and game development
- Experience in an international company
- Experience with PC or console development

If you are interested, please send us your CV and optionally a portfolio to:

**[JOBS@INGAMESTUDIOS.COM](mailto:JOBS@INGAMESTUDIOS.COM)**