

VFX ARTIST

The best way to punctuate a moment is with a big-ass explosion!
Let's blow things up together.

RESPONSIBILITIES & DUTIES

- Work closely with Production, Art, and Development to define creative vision and feasibility
- Create real-time effects for current and next-gen games
- Ability to work both independently and with other team members within deadline situations
- Ability to create VFX in different styles ranging from cartoon to hyper-realistic
- Review and research games similar to your project
- Gather reference material

QUALIFICATIONS

- Must be able to work well within a team environment
- Must display a good balance of artistic and technical skills
- Excellent time management and organizational

PREFERENCE TO APPLICANTS WITH

- Experience with TRI's Infernal Engine
- Previous game VFX, Shipped-title, or Film industry experience
- Bachelor's degree from a four-year college or university; or one to three years related experience or training; or equivalent combination of education and experience
- Experience using an in game particle editor, such as the unreal particle editor
- Working knowledge of 2D art tools, such as Adobe Photoshop
- Working knowledge of 3D art tools, preferably Max

jobs@high-voltage.com

All positions are located at our office in New Orleans, LA or Hoffman Estates, IL



On the surface of it, the VFX Artist seems like a wizard. All of the elements are at your command: earth, air, fire, and water. You create spectacular visions of havoc and beauty with your skills, but, like that really junky Heart Ring in Captain Planet, sometimes you bring peace and love with your flitting and flying effects.

You make visual emotions, moving exclamation points (sometimes, literally) - and make certain that games don't fall prey to being boring, tepid affairs. Help us really push the envelope of the latest technology - come apply at High Voltage Software!