



Visual Effects Artist Apprentice

Job Purpose

Create, with support, the graphical effects content of one or several basic game levels and support the work integration. In addition to the training sessions with the apprenticeship provider, we will provide you with learning opportunities and mentors throughout the qualification.

Reports To

Lead Artist

Responsibilities

- Complete work in line with apprenticeship standards;
- Work within an agile development team, collaborating with multidisciplinary teams to ensure consistency of work;
- Use practical solutions to implement feature requests;
- Produce high quality visual effects through any stage of the production process in respect of the project's technical and artistic constraints;
- Work with level designers and environment artists to establish visual effects and enhance gameplay;
- Track and update the progress of day-to-day tasks using the designated tracking tools;
- Develop an understanding of best practices, production pipelines and workflows;
- Reference game design documents to develop an understanding of the environments, objectives, atmospheres, story and style of the project;

Skills and Knowledge

- Good interpersonal and communication skills;

- Strong drive to learn and develop;
- Ability to work as part of a team;
- Good problem solving skills;

Relevant Experience

- English and Maths GCSE grade C/4 or equivalent;
- Essential interest in VFX and 3D Art;