



## Senior Technical Artist

### Job Purpose

Leverage knowledge of multiple disciplines within technical art to develop, document and support the game art pipelines and techniques used by the production teams on the project.

### Reports To

Technical Art Director

### Direct Reports

Junior and Intermediate Technical Artists as appropriate

### Responsibilities

- Stay up to date on trends and methodologies in current and future graphics software and hardware to develop early planning of tools and processes;
- Participate in the development of technology road maps for the specific needs of the project;
- Maintain a balance between the creative vision of the projects and the technical budget restraints;
- Be aware of potential risks to the project and bring it to the attention of management;
- Collaborate with team leads to identify and develop art production processes and technologies that meet artists' needs for creating high quality art with limited resources;
- Set and share best practices within the group;
- Be a reference for the team in relation to technical art and find solutions to complex issues that arise;
- Optimise content for memory and performance gains;
- Efficiently communicate and support messages from management;
- Assist in the development of training programs for artists as and when they are required;

- Provide feedback and advise team members on the project;
- Be involved in the development and rendering of artwork, models, animations and textures as and when required;
- Support the Technical Art Director in any ad hoc tasks and duties.

## **Skills and Knowledge**

- Excellent interpersonal and communication skills;
- Understanding and history of proficiency in using 3D graphics software such as 3DS Max, Maya etc. ideally on an advanced scripting level;
- Knowledge of data management software (such as perforce);
- Knowledge of platform strengths and limitations;
- Good knowledge of multiple art and animation pipelines;
- Knowledge of different hardware architecture;
- Working knowledge of scripting/programming using languages such as Max Script, Python, C Sharp etc.;
- Excellent time management and prioritisation skills;
- Knowledge of video bit rates, compression methods and other associated processes is desirable;
- Technical proficiency in areas of 2D and 3D art;

## **Relevant Experience**

- Bachelor's degree in art, design, technical discipline or other relevant training;
- 5 years' minimum experience in technical art or other relevant experience;
- Shipped at least 1 game within the technical art discipline; preferably full cycle on a 'AAA' console title.