



JOB HUNTING

Made by Iurii Ushakov

Learn vacancy

Environment / Prop Artist (F/M)

This position will be located at **Ubisoft Blue Byte, Düsseldorf (Germany)**.

Job Description

- Create high quality models and textures
- Ensure performance and technical quality of 3D environment assets
- Setup destruction, dynamic objects and other functionality of art assets
- Optimization of assets to fit specific technical requirements
- Cooperation with other Ubisoft teams all around the world on a daily basis

Qualifications

- A minimum of 2 years' experience as an Environment / Props artist in game development
- Great understanding of next gen asset creation workflows
- A keen eye for composition, shape, color and detail
- Very good skills in Maya, 3DS Max, Zbrush and Photoshop
- Strong texturing and painting skills
- Being able to closely adapt a specific art style
- Being used to work on tasks autonomously and to deliver results in time
- Great communication skills and a positive attitude
- Fluent in English, both verbally and written

BONUS:

- Knowledge of Substance Designer / Painter is a plus
- Good Animation and/or riggings skills are a plus (Maya, 3DS Max, MotionBuilder)
- Experience with outsourcing is a plus



IURII USHAKOV

Junior 3D Artist

I like making photorealistic 3D objects for video games or traditional rendering. I believe that in future 3D will be more and more important for all of us. I can model in Maya, sculpt in Zbrush and texture in Substance Painter. I always improving my skills and studying new software.

CONTACT



RealMinimalist.IU@gmail.com



+7 926 095 17 49



www.realminimalist.artstation.com

SKILL



SOFTWARE



HOBBIES

| | |
|------------|-----------------|
| Psychology | IT-technologies |
| Books | Movies |
| Writing | Video Games |

PERSONAL INFORMATION

ABOUT ME

My lifestyle is minimalistic. Minimalism helps me to focus on important things in our life. Every new task for me is a new opportunity to create something beautiful.

I am a very responsible person and for me it is important to do the work qualitatively and on time

EDUCATION

| | |
|-----------|----------------------------------------------------------------------------------------------------------------------------|
| 2012-2016 | BACHELOR'S DEGREE Bauman State Technical University. Information systems and technologies. Moscow, Russia. |
| 2016-2018 | MASTER'S DEGREE Moscow Pedagogical State University. Multimedia Design. Moscow, Russia. |

WORK EXPERIENCE

| | |
|--------------------|---------------------------------------------------------|
| 09.2016 01.2017 | MOSCOW PEDAGOGICAL STATE UNIVERSITY Assistant |
| 01.2017 08.2017 | MOSSTROYINFORM Graphic designer |

Prepare Your CV

Write Cover Letter

Dear Ubisoft!

I'm writing to apply for Environment / Prop Artist position on the website. As requested I'm sending a complete job application, my resume and portfolio. I always liked game industry and I want to start working in Ubisoft. I've studied such software like Maya, Zbrush, Substance Painter and I understand a pipeline of making 3D assets for games. My strengths key for this position include:

1. Very good skills in all software for making environment and props
2. High responsibility

My portfolio includes about 30 works and I have a big experience in game industry. I've been working in many game companies.

My email is RealMinimalist.IU@gmail.com and my phone number is +79260951749

Thank you for your time.

Best regard,

Iurii Ushakov

1. Why did you choose our company?
2. Tell me about yourself
3. What's your advantages?
4. What's your disadvantages?
5. What do you know about our company?
6. Have you ever resolved difficult problems in your life? How?
7. Why have you quit your last job?
8. Which software do you use?
9. Tell me about your education
10. What's your plan for next 5 years?

Prepare to interview

Advices for interview

1. You should be positive
2. You should look formally
3. You should be calm
4. You should speak clearly
5. You should know everything about the company

Advices for interview

1. You shouldn't be late
2. You shouldn't think negatively
3. You shouldn't smell disgusting
4. You shouldn't be nervous
5. You shouldn't be rude