

## Virtual Reality Technical Artist

### London, Permanent

Make is a studio of highly creative and talented architects and designers who have acquired considerable professional experience designing advanced, complex and iconic buildings. We're an equal opportunities employer committed to creating an open and egalitarian working environment. We've been listed in the Sunday Times 'Best Small Companies to Work For' ranking for three consecutive years, and were named the AJ100 Practice of the Year 2014 and AJ100 Employer of the Year 2016.

We are looking for a VR Technical Artist to help push our innovative architecture into state-of-the-art real time and visual reality experiences that will surpass our clients' expectations. You will work alongside architects and visualisation experts to create an inspiring experience.

Extensive knowledge of Unreal Engine 4 is essential.

### Key tasks and responsibilities:

- Produce environments in Unreal/Unity for real-time presentations in Vive/Oculus
- Produce movies/stills from these scenes with post-production
- Ensure all designs from various software are smoothly integrated into Unreal with no loss of design detail or integrity
- Work closely with the architects and visualisation team to prototype real-time interactive experiences
- Define technical specifications for projects
- Establish and manage workflows
- Be the first point of contact for any trouble shooting with software
- Impart knowledge of software to encourage knowledge sharing and develop expert users around the practice
- As required, assist with technical set-up of equipment to showcase designs
- Develop and research new technologies in this area, and where appropriate test the suitability for architecture

### Essential skills

- Solid understanding of real-time rendering and virtual reality augmentation
- Artistic
- Good knowledge of 3ds Max, Maya, Rhino Unity, Vive, Photoshop, After Effects and Premier software

- Ability to resolve technical challenges creatively

**Core personal skills desired include:**

- Previous experience in a similar role
- A flexible attitude and a strong team ethic
- Excellent communication and numerical skills
- Able to use initiative to plan own work schedule to meet deadlines
- Ability to multi-task and prioritise workload
- Ability to work meticulously and methodically

**How to apply:** Please send your CV, covering letter and salary expectations to [vrartist@makearchitects.com](mailto:vrartist@makearchitects.com)

Due to the high volume of applications we receive, if you do not hear from us within three weeks please assume you have been unsuccessful at this time.

**NO AGENCIES PLEASE**

CVs from agencies will not be accepted by Make Ltd.