



Final Pixel, Unreal Engine artist in virtual production – job spec

Final Pixel is a leading international innovator redefining how brands communicate by using the very latest in applied technology. Combining genuine, imaginative storytelling with bleeding-edge innovation, Final Pixel develop and elevate brands for the modern digital landscape.

Our mission is driven by a vision to create a more Human industry, where we use technology to actively unlock vast benefits in sustainability, diversity, equity, inclusion and accessibility for our clients.

Final Pixel is a remote-first company and are happy to support successful candidates to enable them to get the most out of their placement. This may include meetings at accessible locations, via Google Meet etc.

Full Time:

Contract: 4 weeks

Start Date: TBC

Location: role will be hybrid: mostly remote with some on-set, London days.

What we are looking for

An Unreal Engine Artist specialising in environment asset creation, lighting design, and camera and sequence workflows.

Role will sit within the 'Worldbuilders' department.

Skills and experience

- with experience in the video game or film industry, you have a strong passion for crafting cinematic, immersive, and visually captivating environments.
- your role involves close collaboration with senior artists, designers, and multidisciplinary teams to develop and refine the virtual worlds for virtual production.
- you ensure that all assets are optimised for real-time rendering, adhering to technical constraints such as polygon count, texture resolution, and memory usage.
- additionally, you are well-versed in virtual production workflows, bringing a comprehensive understanding of the latest film techniques to your work.

Website

<https://www.finalpixel.com/>