The Position: Architectural real-time artist

Date: July 2022

Who You Report To: Project Art Director

FLSA: Exempt

The Position

Neoscape is currently looking to add a new member to our award-winning Boston architectural visualization studio. Please note that this is an on-site position and not remote eligible. We are looking for an architectural real-time artist to contribute to our award-winning cutting-edge real-time experiences for projects around the globe. The successful applicant will be responsible for every aspect of these projects, from concept to delivery.

A Typical Day Includes

- Working on multiple projects with changing requirements, updated client requests, and tight deadlines
- Typical work includes the creation and/or modification of assets using a variety of techniques
- This position will also work on internal initiatives, applications, and client-facing services

Your Skills

- Working on multiple projects with changing requirements, updated client requests, and tight deadlines
- Training and hands-on experience in 3D modeling, sculpting, and texturing software
- Advanced knowledge of Unreal (4.26+), Autodesk 3ds Max, and Adobe Creative Suite
- Strong grasp of real-time pipeline, limitations, and scene optimization with an emphasis on lighting
- Willingness to jump in and help wherever it's needed, even if it's outside of your comfort zone
- A strong desire to learn and improve your creative process balanced with a passion for teaching
- Experience creating high-end, luxury projects, preferably in a creative agency environment, is a bonus
- Knowledge of Photgrammery, specialized texturing/sculpting programs and techniques a plus
- Degree in architecture, graphic arts, gaming, computer science, or related field
- High-level drawing skills are a plus
- Skilled in recreating photorealistic content
- Solid understanding of visual language - texture, color, dimension, scale, perspective, lighting, shade, composition depth of field, proportion, etc.
- Good communication skills, ability to work with creative and technical departments
- Self-motivated, able to work under pressure and meet deadlines
- Excellent technical know-how, ability to troubleshoot technical problems
- Receptive to constructive criticism, and delivering changes as directed
- General understanding of the CG pipeline and playing different roles within it, depending on the project
- Energetic, highly organized and self-driven individual
- Unity game engine experience is a plus

We Offer

- A competitive compensation and benefits package including 401K with the potential for profit sharing contributions
- Comprehensive health, dental and vision insurance
- Partial transit reimbursement
- 80+ unique personalities with a broad range of creative talents across three studios

Join Our Crew

Are you looking to contribute to some of the most innovative, stunning realtime projects in the world? Email us your résumé, a list of three things that set you apart from the pack, and a portfolio link with your best work. Salary is commensurate with experience. Must be eligible to work in the US.

Job Type: Full-Time
External and internal applicants, as well as position incumbents who become disabled as defined under the Americans with Disabilities Act, must be able to perform the essential job functions (as listed) either unaided or with the assistance of a reasonable accommodation to be determined by management on a case by case basis.