

## Now recruiting

# Mid-Level Unreal Engine Environment Artist

### About us:

Dock10 is one of Europe's leading digital media service providers. Operating at the heart of MediaCity in Manchester, our clients have access to eight TV studios, two audio studios, post-production facility including FVX, audio dub and grade suites. We also host cloud media management services and advanced connectivity options.

We currently have the requirement for a **mid-level Unreal Engine Environment Artist** to join our growing virtual studios department. Focusing on environment development, the right candidate will be responsible to help deliver projects for flagship network television programmes.

### About the role:

Reporting to the Lead Virtual Studio Developer and working alongside the existing Studios teams the successful candidate will be responsible for the design and creation of assets and environments and their subsequent integration into a UE4 based broadcast system.

You will support dock10's existing virtual studios client base and further develop against the innovation roadmap. Key responsibilities include: - 3D modelling, texturing, lighting, UVs/lightmaps, Blueprint, optimization & data management. Knowledge of animation and motion capture would be advantageous.

### What we are looking for:

A talented and experienced self-starter who can deliver against tight deadlines. You will have the ability to work well within a team but also be confident enough to make design decisions on your own. A creative individual who can work to brief but also add their own artistic flare and push the boundaries of technology.

Building environments in UE4 is the core skill, you will also have a strong knowledge of Maya. This will be supplemented with a familiarity of other 3D modelling packages (Sketchup, Blender, 3DSMax). Have good knowledge of UE Blueprint, Source Control and Windows data management.

We are looking for a degree graduate in a relevant subject (not essential), Ideally with at least two to three years in a similar role developing Unreal Engine photorealistic environments within the game or commercial sectors.

In return, we offer the opportunity to work alongside leading broadcast specialists in a friendly working environment, develop content for flagship network TV programmes utilizing the latest and most innovative broadcast technologies.

A highly competitive salary and pension plus all the benefits of working for one of the UK's largest creative companies at the forefront of the media industry is on offer for the right candidate.

### How to Apply:

Simply email your CV and a brief covering letter explaining why you would be great for the role to [jobs@dock10.co.uk](mailto:jobs@dock10.co.uk)  
Application closes 6pm on Friday 1<sup>st</sup> July 2022

