**Environment Artist - Remote Role**

**About us**

At Roll7, we create exciting and critically acclaimed video games - including the BAFTA-winning OlliOlli franchise. Innovation, freedom, and a real sense of fun are at the heart of everything we do, from creating award-winning original IPs to the everyday business of running our unique remote workplace set-up.

Being a remote studio - our employees work from home nine days out of ten – which allows us to offer a high degree of freedom and autonomy to our motivated and creative staff. Everyone at Roll7 can work in a way that allows them to balance impressive workplace achievements with their own responsibilities at home.

Fortnightly meetups in our London office, combined with a robust online communication system, mean that we still retain all the positives of a welcoming and friendly office environment - without the downsides of a long and expensive commute. After all, most of us would rather be at home with our families and pets (or our game consoles) than crammed onto an overcrowded commuter train or stuck in traffic.

We love to give every employee a chance to play and contribute to the games we make, we love giving people the freedom to pursue their own path to success, and we hate crunch.

*Check out* [*our website*](https://www.roll7.co.uk/jobs) *for a complete list of staff benefits and more details on our company culture.*

**About you**

As the Lead Environment Artist for the project you will be responsible for both the creation of assets and world construction, from architecture to props and level dressing. You will be proactive in communicating progress, steering a small team of 3D artists, solving problems, working closely with the wider development teams and design and concept, to produce an engaging and coherent universe.

**Salary:** Competitive DOE

**Deadline:** 6th Jan 2020

**Responsibilities**

* Working with the Lead Artist, define the techniques and processes utilized to achieve the game’s Environment Art.
* Manage, inspire, and guide a small team of artists to deliver a product of the highest possible quality, maintaining a consistent visual style across all disciplines.
* Content creation; 3D modelling, texture map painting, UV layout, material setup/implementation, animation, rigging and lighting according to defined quality standards, artistic styles, conceptual designs, technical parameters, and production goals.
* Problem solve creatively, resolving an assortment of artistic development issues as they arise for both artists and other team members.
* Collaborate with Lead Artist in developing task lists which will ensure assignments are progressing in alignment with schedules, milestones, and overall project goals.

**Skills**

* Demonstrated visual flare and artistic talent
* Expert knowledge of Unity and 3DsMax
* Self-motivated approach to work  
  Great communication skills complemented by a positive can-do attitude  
  Experience of working effectively in a team
* Demonstrated passion for visual environment creation  
  Proven experience implementing game environments
* Experience in modular and procedural environment creation

**Good to know**

**Equal opportunities**

At Roll7, our team is at the heart of everything we do, and it matters to us that everyone feels comfortable and valued at work. We are an equal opportunities employer, and we have a keen commitment to fostering a diverse and inclusive environment where all of our employees are accepted and valued as part of the team. We hire based on talent and suitability for the role - regardless of race, national origin, ancestry, sex, gender identity or expression, sexual orientation, age, religion, pregnancy, marital status or veteran status.

**Remote work**

Roll7 is a remote studio, and this role requires the applicant to undertake the vast majority of their work at home (nine out of ten days). Appropriate equipment, dev kits and software licenses will be supplied as required. One day a fortnight we work from central London as a team, therefore **applicants MUST be based in the UK**.