

Joboffer dated from 10/01/2024

## Level Artist (f/m/d)

Field: Art / Layout / Illustration  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 97232 Giebelstadt  
Country: Germany

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## Company data

Company: **www.handy-games.com GmbH**  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt



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## Contact Person

Name: Nicole Murrmann  
Position: Senior Manager HR  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt  
E-mail: nicole.murrmann@handy-games.com



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## Job description

HandyGames™ operates as an international indie game and premium mobile game publisher and developer.

Are you looking for a challenging job in an attractive work environment in the gaming industry? Do you want to use your creativity and artistic talent to create games that will be played by people all over the world? Then contribute to the success story of HandyGames™ and take the opportunity to work for one of Germany's top game developers! We are looking for a **Level Artist (f/m/d)** with creative ideas and good knowledge in the field of game development for our headquarters in Giebelstadt/Germany (on-site only).

### **JOB DESCRIPTION**

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For our current in-house game project, which is set in a science fiction world with a focus on story and combat, we are looking for a Level Artist (f/m/d) with a good sense of aesthetics, light and composition. Work closely with our art, design, and programming teams to breathe life into our game ideas.

Within the game project you will mainly work with the game engine Unity.

Join us and create next-gen content for PS5, Xbox Series X, PC, and more!

### **YOUR TASKS**

- Creating stunning and atmospheric environments, gameplay levels, and cutscenes through creative and skillful placement and staging of game assets, lights, and effects
- Working closely with the game art and game design department, implementing entire level ideas using concept art, greybox scenes and game assets designed to support gameplay and storytelling at the same time
- Optimizing lighting and assets through technical know-how to get the most out of both the look and game performance

### **WHAT ARE WE LOOKING FOR**

- Practical experience in the games or entertainment industry is desirable
- You are passionate about visual storytelling and the necessary knowledge and flair for color, light, mood and composition to create an exciting and believable world
- You have experience with Unity and/or the Unreal Engine and, perhaps have already gained first insights into the Unity High Definition Render Pipeline
- Nice to have: Experience in 3D programs such as Blender, 3ds Max or similar programs, as well as Adobe Photoshop
- Nice to have: You have an excellent knowledge of light maps, baked, realtime lighting and other lighting-specific tools and techniques
- Ideally, you have theoretical knowledge from the film and animation industry about lighting, camera, dramaturgy and staging
- You impress with self-motivation, sense of responsibility and a clean and team-oriented way of working
- You have a very good command of written and spoken English

### **HANDYGAMES™ OFFERS YOU**

- 40 hours per week
- Flexible working hours and 30 days of vacation
- A short and quick decision-making process due to flat hierarchies
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Games-Career.com is a service provided by:

- The opportunity to work with a team of experienced professionals
- Modern workplaces with state-of-the-art technology

On-site Amenities:

- Team restaurant
- In-house gym
- EV charging station
- Company apartment on request
- Parcel service

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We process your personal data in accordance with our Privacy Policy for

Applicants: <https://www.handy-games.com/en/privacy-policy-jobs/>

Please do not send packaged files (ZIP/RAR/etc.), Word/Excel documents (doc, docx, xlsx) or links. We will ONLY accept PDF files. Thank you.

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