



Technical Artist – Sports Blue Castle Games – Burnaby, BC

BLUE CASTLE GAMES (www.bluecastlegames.com) is a full-service, multi-project and multi-platform 3rd party developer located in Vancouver, Canada. The studio was formed in 2005, fulfilling the desire to start a company where creativity, experience and hard work come together to create outstanding games. We are currently a 100 plus-person studio with plans to expand to 150+ in 2008. In its short tenure, Blue Castle has already developed and shipped The BIGS (published by 2K Sports in June 2007) on PS3, 360, PS2, PSP and Wii. We are well underway on three new projects – an unannounced Action title and two Sports titles.

A Technical Artist at Blue Castle Games, is someone who can proactively identify the artists needs, proposing and delivering effective tools and workflow. Extensive scripting work in MaxScript, Mel and Python will be required. You will do this by providing support to automate processes while working as a liaison between Software Engineers and the Art/Animation teams.

An equal combination of a strong creative/visual aesthetic and technical knowledge are a necessity – the job is roughly a 50/50 split in these areas. You should also be experienced in one of the following other areas – Animation, Character Modeling or Environments.

RESPONSIBILITIES:

- Create, design, improve and implement artist workflows
- Extensive scripting utilizing Maxscript, Mel and Python
- Problem solving technical issues involving characters and animation
- Maintain and improve our art production pipelines while constantly reevaluating the pipeline for improvements and enhancements
- Maintain technical integrity of the art through the entire production process

REQUIREMENTS:

- Minimum of 2 shipped AA/AAA Xbox 360 or PS3 titles where you've been credited in a Technical Artist or similar capacity
- Expert level Maxscripting skills – bonus would be to also have Mel and Python experience
- Experience in working with shaders
- Thorough knowledge and proficiency working with 3D modeling packages, including but not limited to 3D Studio Max
- A customer service orientation and proven track record of working effectively with Art and Technical Leads
- A strong attention to technical detail while having an eye for form and anatomy

To apply for this position, please visit www.bluecastlegames.com/careers.

PERSONAL SAMPLE WORK REQUIRED: previous examples of scripts, plugins and code samples for optimized or automated processes in including a description of what you have done – where you started and ultimately how you improved or made the work better will be requested.

Should you have an Animation, Character or Environment reel - Online reels are preferred however, CD or DVD formatted reels can be forwarded to: Blue Castle Games, Inc. - #300 – 4401 Still Creek Drive, Burnaby, BC, Canada V5C 6G9.