

FACTORY 42

A person in a light-colored dress is running through a large, dark, industrial interior space, likely a factory or warehouse. The space features high ceilings with exposed pipes and structural beams, and walls with arched windows. The overall atmosphere is gritty and artistic.

Candidate brief for the position of
Unity Technical Artist
Somerset House, Strand, London WC24 1LA



Contents

1. About Factory 42
2. Recognition for our work
3. Our Culture
4. Our Partners
5. Our Location
6. Overview
7. The Role: Key Responsibilities
8. The Role: Knowledge, Skills & Experience

1. About Factory 42

Factory 42's mission is to change the way people experience entertainment.

Using our creative expertise, relationships and technology we will push the boundaries of storytelling and take consumers to new worlds of enhanced reality.

We are a group of producers, designers, writers, directors, engineers, artists, software developers, architects, academics and neuro-scientists that creates compelling, immersive stories and experiences.

We know that world class story telling – our core strength – is the single biggest thing that defines our success – no matter what technology is involved. We are building a team of the best technical and creative minds to take advantage of the coming disruption in the TV, film and games sectors to create a new genre.

Using interactive technologies we are developing a multi-sensory approach to narrative and will build unique experiences that engage people's emotions and create presence and empathy.

HOLD THE WORLD

With David Attenborough

A ground-breaking
interactive virtual
reality experience

sky
VR

FACTORY42

2. Recognition for our work



WINNER

3. Our Culture



We make content and experiences of the highest possible quality while enjoying what we do because....well...life is short.

We are creatively ambitious and brave.

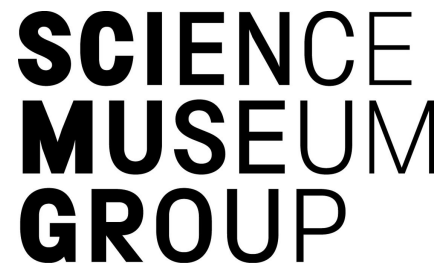
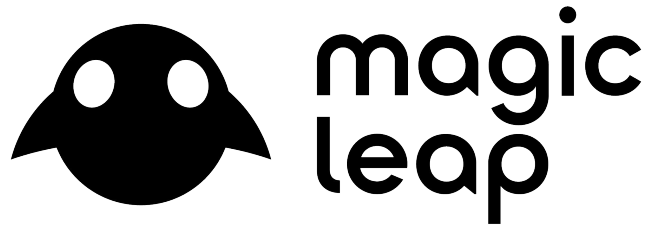
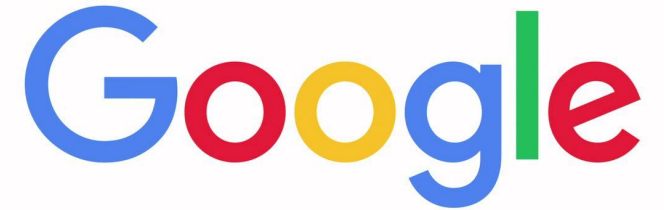
We work hard and deliver to the highest standards. A lot of what we are doing is difficult but we relish solving complicated problems and breaking new creative ground.

We work with the best possible people in their fields, play to our strengths and learn from each other because we are stronger that way.

We all muck in where required and are flexible.

We all take turns to make the tea and do the washing up.

4. Our Partners



5. Our Location



We are based in Somerset House, a former Royal Palace overlooking the River Thames and on the edge of Covent Garden.

Somerset House is home to the largest and most diverse collection of creative organisations, freelancers, artists, makers and thinkers in London.

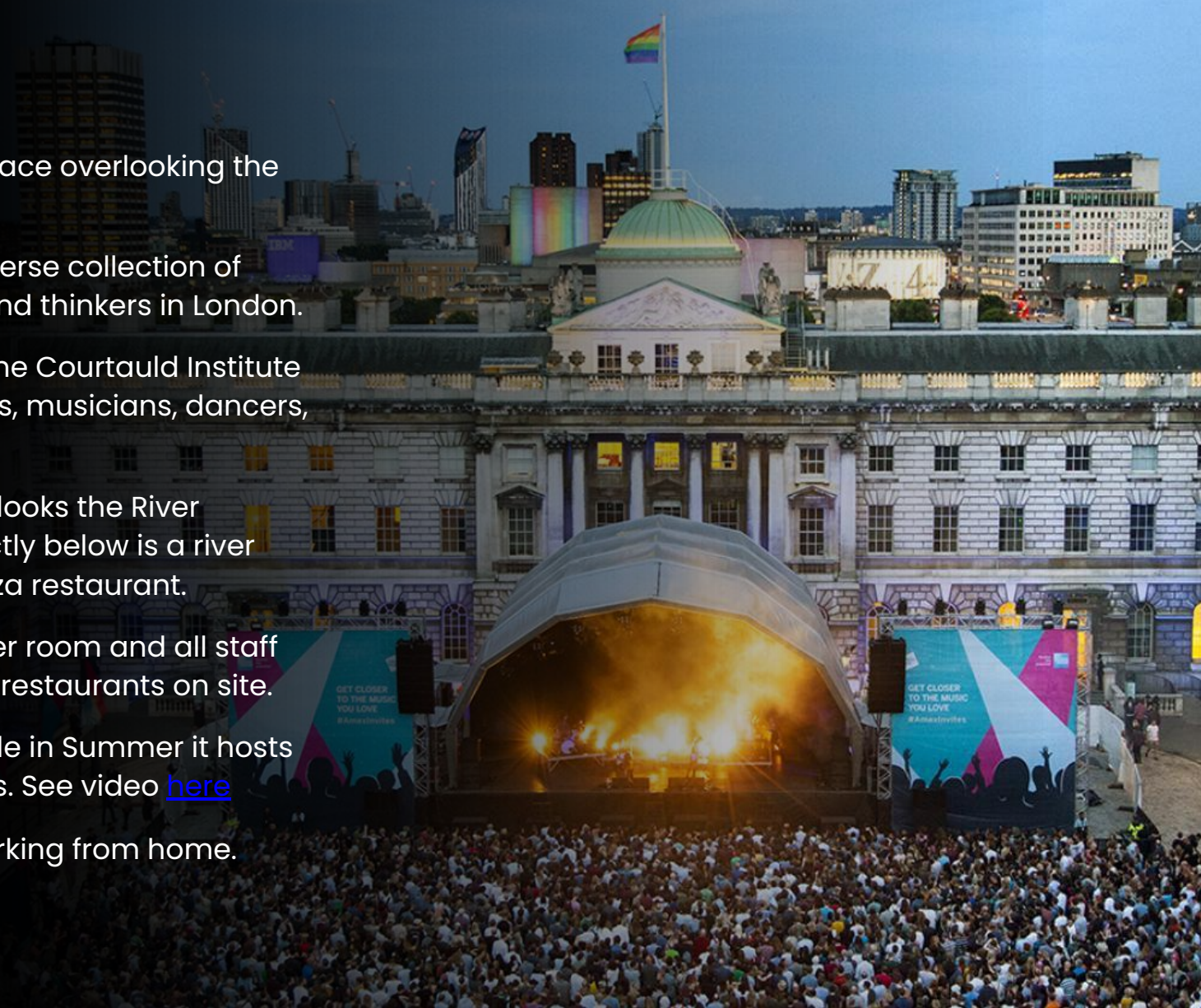
Our neighbours include the British Fashion Council, the Courtauld Institute of Art and an eclectic range of producers, developers, musicians, dancers, marketers and artists.

Our first floor, high-ceiling and light-filled office overlooks the River Thames, South Bank and Houses of Parliament. Directly below is a river terrace which in summer hosts a tented bar and pizza restaurant.

We have access to bike racks, showers and a snooker room and all staff get a 10-20% discount in the various bars, cafes and restaurants on site.

At Christmas the main courtyard has an ice rink, while in Summer it hosts gigs and the Film4 season of outdoor film screenings. See video [here](#)

We support flexible working. During Covid we are working from home.



6. Overview



Factory42 London is looking for a game Technical Artist with Unity experience.

Join us in creating the “Green Planet” and “Dinosaurs and Robots” immersive experiences, and other innovative mixed reality apps and games! We are looking for UK-based candidates, who can work remotely with the possibility of some office-based work in London in the future.

Job Type

- Full-time, Permanent

Schedule

- Monday to Friday

Work remotely

- Temporarily due to COVID-19

7. The Role: Key Responsibilities



- Working closely with Art and Code teams to improve workflow and processes
- Identify pipeline, workflow and optimisation problems, and work with colleagues to solve them
- Establish optimisation best practices
- Create scripts and tools to assist the Art and Code teams with implementation of their work
- Create and support shaders, vfx, particles and procedural art solutions
- Research new approaches to art production and optimisation
- Create 3D/2D reference assets and templates,
- Collaborate with artists to test and improve assets functionality in engine
- Collaborate on GUI and interactions implementation

8. The Role: Knowledge, Skills & Experience



ESSENTIAL

- Experience creating optimised 2D and 3D assets for a range of HW platforms
- Experience of pipeline management and engine integration tools
- Experience writing and optimising shaders for real-time rendering
- Profiling and performance optimisation of games and apps
- Professional experience working with Unity
- Strong scripting skills using C#
- Agile/time management skills

DESIRABLE

- Houdini FX experience
- Strong understanding of PBR lighting models and their interaction with materials
- Fluency in different shader languages (e.g. HLSL or GLSL)
- Additional programming / scripting languages such as C++, Python and MEL
- Experience using Unity's UGUI, Animation, and Particle Systems
- Rigging and technical animation experience
- Experience creating AR and VR experiences