



FACTORY 42

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

HOLD THE WORLD

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.

With David Attenborough

A ground-breaking interactive virtual reality experience



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.

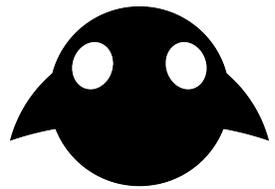
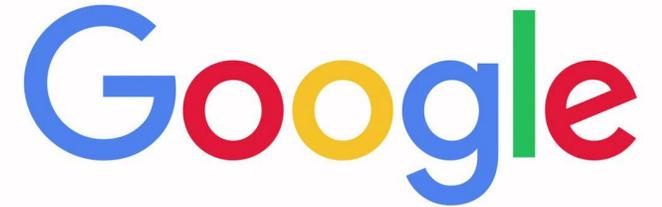
We work with the best possible people in their fields, play to our strengths and learn from each other because we are stronger that way.

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



magic
leap



Pearson



**ALMEIDA
THEATRE**

**SCIENCE
MUSEUM
GROUP**

RA

Royal Academy of Arts



**NATURAL
HISTORY
MUSEUM**

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.

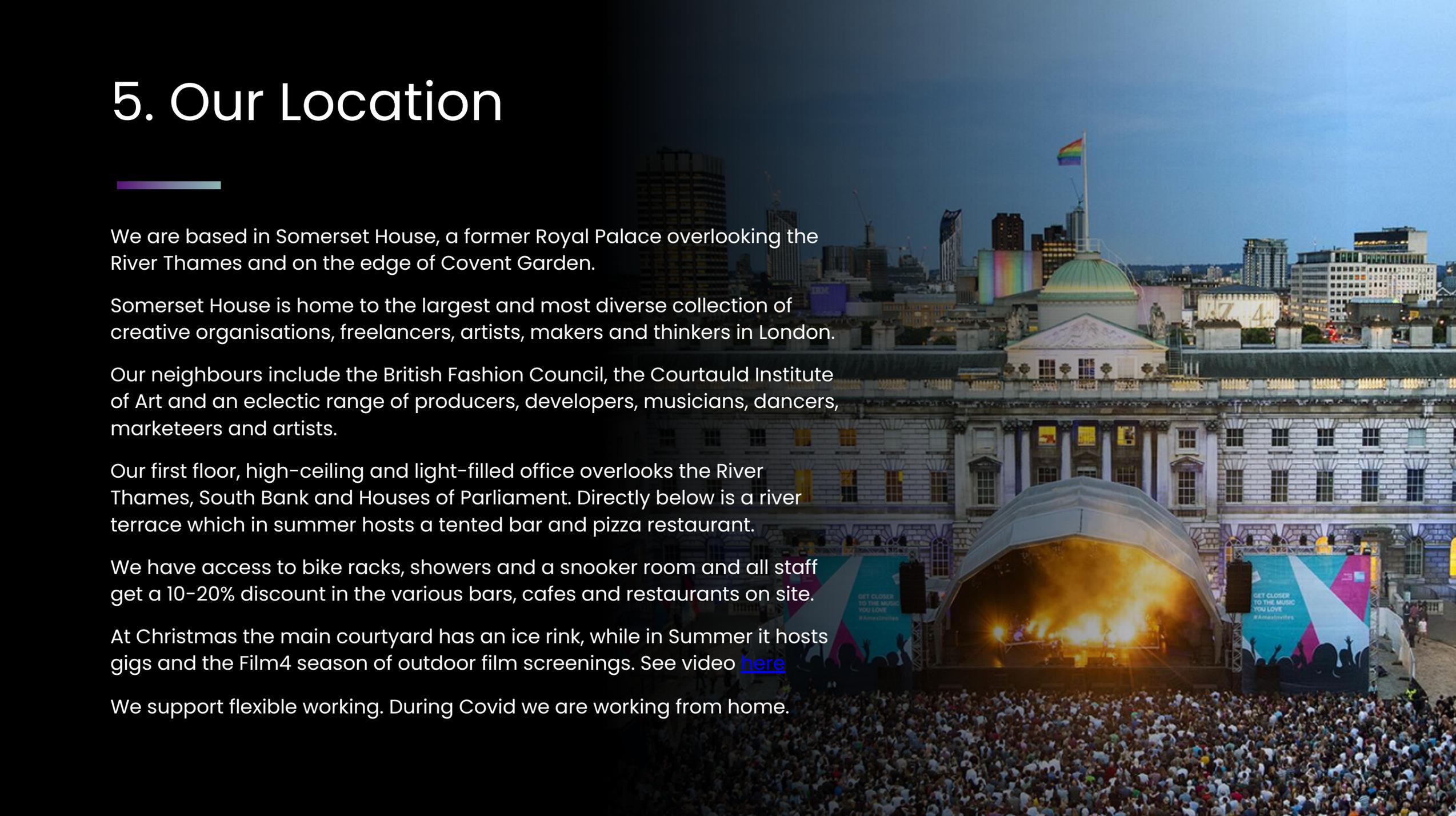
Our neighbours include the British Fashion Council, the Courtauld Institute of Art and an eclectic range of producers, developers, musicians, dancers, marketers and artists.

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 “Dinosaurs and Robots” immersive experience 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.

Software experience

- Unity (other game engines a bonus)
- Maya and/or other 3D package
- Adobe Suite

Job Type

- Full-time, Permanent

Schedule

- Monday to Friday

Work remotely

- Temporarily due to COVID-19

7. The Role: Key Responsibilities

- Bridge the gap between the Art, Code and Design departments
- Create reference 3D/2D assets and templates
- Develop and improve existing art production pipelines by writing scripts and tools
- Collaborate with artists to test and improve assets functionality in engine
- Authoring content or assisting the wider art team
- Support vfx, particles and procedural solutions creation
- Collaborate on GUI and interactions implementation

8. The Role: Knowledge, Skills & Experience



ESSENTIAL

- Experience creating optimized 3D assets
- Profiling and performance optimization of games or apps
- Strong understanding of PBR lighting models and its interaction with materials
- Professional experience working in Unity
- Basic scripting skills using C# or Python
- Experience with particles, vfx and procedural solutions in Unity
- Problem solving
- Agile/time management skills

DESIRABLE

- Experience creating AR and VR experiences
- Experience writing shaders for real-time rendering
- Fluency in different shader languages (e.g., HLSL or GLSL)
- Python - content creation, pipeline management and engine integration tools
- C#, C++, Blueprints for runtime functionality
- Experience using Unity's UGUI, Animation, and Particle System
- Rigging and technical animation experience is a plus
- HoudiniFX is a big plus!