CGI SENIOR
REALTIME ARTIST

Highly competitive salary + paid overtime + benefits

Provide innovative realtime solutions for our clients' products to a photo-realistic standard

With a client list that includes household names and prestigious brands, our CGI department is experiencing rapid growth as we work with cutting edge technologies to develop our offering to clients. It's a creative and fast-paced environment with a highly professional edge.

As part of a newly-formed development team across CGI and Digital, you will work closely with others to produce realtime experiences in multiple environments for marketing purposes, plus produce 3D realtime assets for use on various media devices. Highly passionate about new technologies and industry developments, you will be key in our pursuit to produce advanced CGI tools, and high quality realtime solutions for our clients.

Why Burrows?

We're one of the UK's leading through-the-line creative marketing companies, an integral part of the Y&R/Wunderman worldwide partnership and a WPP Company.

As an accredited Investors in People Company, we believe in promoting the professional and personal development of our people. We offer highly competitive salaries and a generous benefits package, including private health insurance.

We believe in a healthy work/life balance. The hours for the role are 37 per week Monday to Friday. Sometimes you may be required to do overtime, which will be paid.

You'll be working at our head office, a two-minute walk from Shenfield railway station, and less than 30 minutes by rail from central London. (Away from the madding crowd, but still close enough to get into it!)

To apply, please forward your CV with a covering letter and link to your portfolio, noting your current remuneration package to:

Human Resources, Burrows, The Burrows Building,
5 Rayleigh Road, Shenfield, Brentwood, Essex CM13 1AB.
Tel: 01277 246666 Fax: 01277 246778.
email: burrows.careers@burrows.yr.com
web: www.burrows.info

Please note that due to the volume of emails and applications we receive on a daily basis we are unable to respond to everyone and therefore only successful applicants will be contacted.

JOB OVERVIEW

Develop and produce realtime experiences (including car configurators) in multiple environments to a photo-realistic standard. Also produce high quality 3D real time assets for use on various media, such as VR headsets, touchscreens, mobile devices etc.
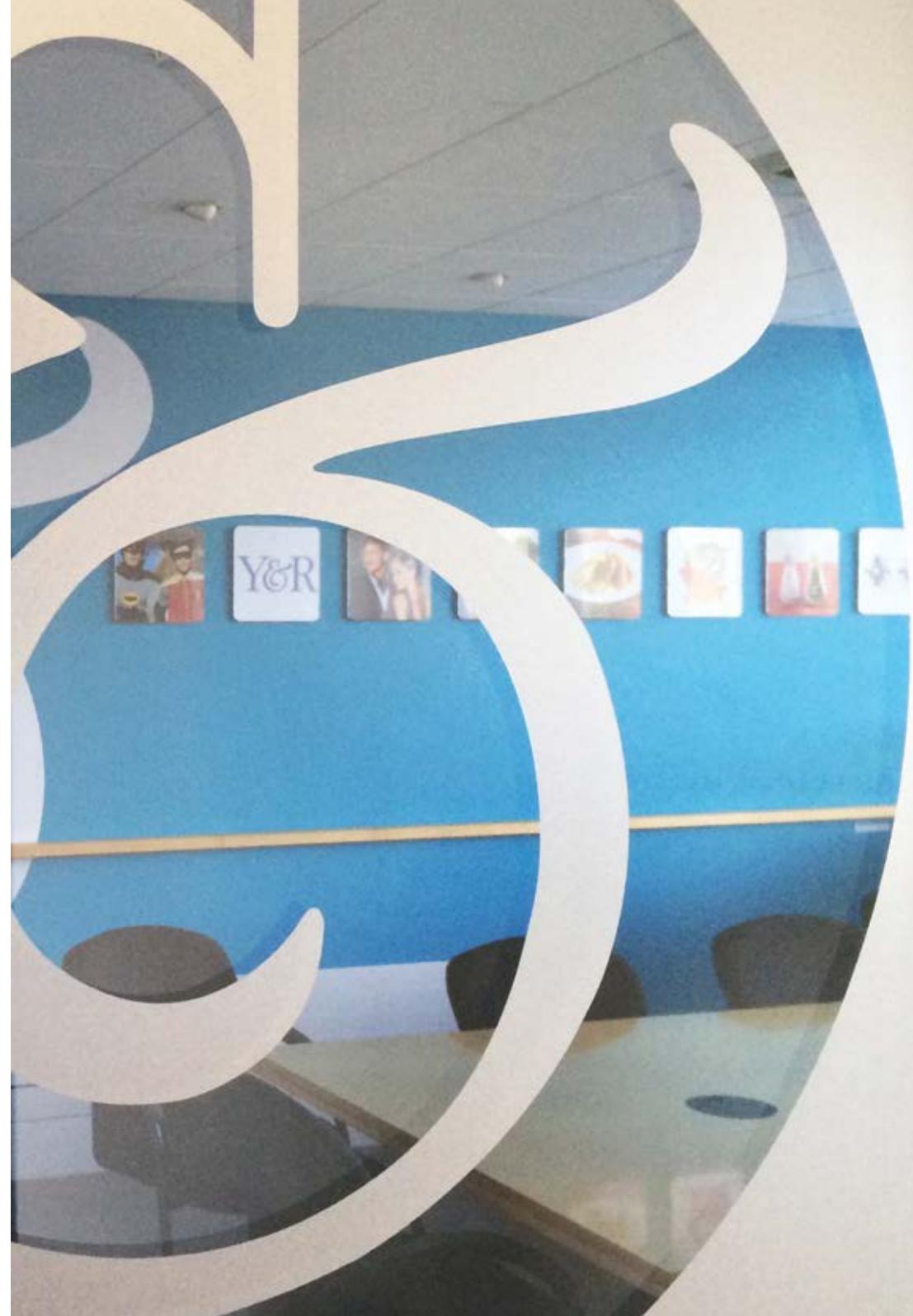
Support the Realtime Team with day-to-day production, troubleshooting and team development alongside the CGI Head of Realtime.

Key Responsibilities

- Take ownership for and assist with several projects from brief to delivery producing realtime online configurators using Unreal Engine 4, ensuring that the final project is delivered on time, on budget and on brand
- Create photo-realistic environments for the automotive industry using the UE4 realtime engine
- Texture and shade automotive vehicles to a high level in Unreal Engine 4
- Ensure communication is maintained with the CGI Creative Director, your line manager and the Project Management team regarding project progress and any issues that arise
- Liaise with Epic (the creators of Unreal Engine 4) on a regular basis to aid in the development of the high visual quality we want to achieve
- Photograph and collect textures/references for specific tasks, for example: CGI set builds
- Consistently share knowledge at team meetings and share work you have created to participate in the continual development of the CGI Studio and gain valuable feedback
- Be responsible for developing and defining agreed workflows within the team, liaising with other departments where necessary.
- Proactively develop your own technical skills and understanding, to contribute towards the overall efficiency and innovation of the CGI Studio, and develop our offering to clients

Other

The successful candidate will also be required to carry out any reasonable duties identified by their line manager or team leader as well as a duty to positively represent Burrows to our customers and suppliers. There will also be the need to comply with our ISO standards and fully participate in our company's performance management and development programmes, as well as working in accordance to our Human Resource policies and procedures.

PERSON SPEC & COMPETENCIES

	ESSENTIAL	DESIRABLE
PERSONAL ATTRIBUTES	Proactive approach to continually develop personal skills and knowledge Energy and enthusiasm to progress within the CGI Studio, and contribute towards the overall efficiency and quality of the Studio Able to manage own workloads and deliver on time to the required standard A troubleshooter and problem solver Team-oriented, able to work as part of a team as well as autonomously Driven individual with a passion for CGI and continual improvement in the field Keen eye for detail and able to work within structured pipelines Excellent verbal and written communication skills	
EXPERIENCE AND KNOWLEDGE	Running projects/part projects on time to brief and on budget Strong experience solving problems and resolving issues Solid understanding of CGI pipelines producing final assets and a proven ability to help build or expand current pipelines Experience of using relevant software packages – Unreal 4 Engine, Unity etc	Proven track record producing CGI for still imagery, animated sequences or rendered sequences for the product visualisation industry (such as automotive, transportation, architectural or consumer products) Experience of using Maya, 3DS Max, V-Ray, Photoshop, After Effects Previous games development experience including environment design
QUALIFICATIONS	Undergraduate/Postgraduate degree or diploma in a related CGI, Design or Artistic discipline Experience of using relevant software packages – 3DS Max, V-Ray, Photoshop, After Effects	Industry 3D qualifications
CIRCUMSTANCES	Able to work overtime as and when required, sometimes as short notice	
INTERESTS	Genuine interest in 3D, web development and internet/mobile technologies Automotive visualisation	