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# Example of Environment Job Description

Our growing company is looking to fill the role of environment. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for environment

* Taking the on-site lead in solving facilities issues
* Manage facilities work requests
* Coordinate safety programs including ergonomics, emergency response and evacuation planning
* Address building emergencies such as plumbing, air conditioning, building health
* Objectives, atmospheres, story and style to create game levels
* Facilitate the Management of Change (MOC) Process with Engineering, Facilities, and Manufacturing to capture changes within the business, provide direction regarding environmental program and compliance requirements
* Ensure that all environmental related incidents are reported and investigated to determine causes Help establish and implement corrective actions and make recommendations for areas needing improvement
* Gather and manage data related to the environmental programs working with other Shire departments, consultant, and contractors
* Operate and maintain the related applications on test environments
* Responsible for assuring test applications are identical to the ones on production environment – conducts environment refresh activities on regular basis

## Qualifications for environment

* Confident in analyzing server performance reports
* A minimum of 3 years' experience in game development modeling and texturing environments using 3DS Max and Photoshop (or equivalent 3D and 2D programs)
* A keen eye for spatial composition and building believable scenes
* Experience creating textures is a plus
* Experience in architecture, interior or industrial design, or level design is also a plus
* 5+ years as professional artist or equivalent experience