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# Example of Environment Job Description

Our company is searching for experienced candidates for the position of environment. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for environment

* Experience of operating a management system
* Run environment checks on Test/Dev environments as required
* Actively participate in the preparation of the test/dev environments necessary for project or Release testing
* Supports identification of environment needs for the development, testing phase of the projects
* Assure high availability of the environments throughout the duration of the development/testing lifecycle
* Perform manual and/or setup automated deployments of code packages, installing application packages
* Monitor availability of the test environments and strive for high availability especially during active development, testing times
* Defines and develops test environment strategy and requirements for each release
* Drives test environment needs for various projects for all releases and off-releases
* Coordinates the delivery of all testing environments

## Qualifications for environment

* STRONG with Photoshop or a similar 2D package
* A minimum of 4 years’ experience in game development modeling and texturing props and environments using Zbrush, 3ds Max, and Photoshop (or equivalent 3D and 2D programs)
* A minimum of 7 years’ 3D layout, high resolution modeling, and texturing experience
* A thorough understanding of in-game cinematic pipelines and the processes involved from the conceptual phase to implementation
* Strong Knowledge of optimization techniques
* Photoshop CS and a good working knowledge of professional 3D software