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# Example of FX Artist Job Description

Our growing company is hiring for a FX artist. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don’t fill all of the qualifications, you may still be considered depending on your level of experience.

## Responsibilities for FX artist

* Ability to multi-task on multiple shots whether similar or different
* Work on shots independently and efficiently
* Patient and willing to answer questions and mentor other artists
* Stays abreast of current technologies and attempt to implement them effectively
* Shows follow thru and is punctual at dailies
* A minimum of 5 years’ experience in creating real-time VFX for games
* Have shipped AAA PC or console titles as a senior VFX artist
* Solid knowledge of rendering engines and experience designing VFX shaders
* Thorough understanding of the interplay between VFX / PostFX integration and performance
* Game play oriented with a design focused mindset

## Qualifications for FX artist

* Solicits feedback and critique frequently
* Proficient with 3D graphics, particle systems, physics, ribbons
* 4+ years production experience using Houdini in film/commercials (knowledge of Maya is a plus)
* Thorough knowledge of VRay
* A minimum of 5 years’ experience in producing feature film quality effects in Houdini
* A background in animation with a keen eye for timing