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# Example of VFX Artist Job Description

Our innovative and growing company is searching for experienced candidates for the position of VFX artist. Thank you in advance for taking a look at the list of responsibilities and qualifications. We look forward to reviewing your resume.

## Responsibilities for VFX artist

* Strong artistic ability with good understanding of anatomy, proportion, and mechanical functionality to grasp the concepts detail, composition, form and scale
* Creation of particle systems in Unity
* Particle FX pipeline management
* Work closely with game designers, scripters, and Art Directors to create and place realistic VFX for games
* Work closely with engineers and leads to troubleshoot art pipelines as needed
* Conceptualize and animate realistic particle effects such as fire, explosions, smoke, moving water, sparks, dust, clouds, exhaust, weather
* Development of prototypes across all VFX subjects including real-time rendering/Game engines
* Creating VFX in a wide range of styles, from to realistic VFX using advanced 3D simulations to stylized traditional animation techniques
* Collaborating closely with programming team to ensure the best possible balance of visual excitement and real-time performance
* Working with Engineering team to develop and improve our VFX tools and pipelines creatively solve technical issues for our games

## Qualifications for VFX artist

* MEL and/or Python scripting a plus
* Knowledge and understanding of Fluid Simulators a plus
* Knowledge of AfterEffects and/or other compositing software a plus
* Experience as an animator, modeler and/or texture artist a plus
* Previous experience creating high quality VFX for AAA Xbox 360 and/or PS3 games
* Experience with shaders in a package like Unreal or Hlsl experience a plus