

Bluepoint Games: Houdini Technical Artist

Bluepoint Games is looking for a HOUDINI TECHNICAL ARTIST to join our team on a full time basis. Tackle the most complex asset challenges and join us in developing a world-class workflow to unleash the potential of our art team in developing AAA titles.

Please note: This is **not** an entry-level position.

Responsibilities

- Develop powerful and efficient workflows for the Art team using Houdini.
- Create Houdini Digital Assets to help increase quality and productivity for modular environment elements, dynamically modeled props, and procedural placement.
- Help reduce the workload of creating repetitive and complex assets through procedural techniques.
- Fracture models for use in real-time physics.
- Create physics simulation animation data for playback in engine.
- Generate effects texture sheets using particles, pyro, and fluids for use in real-time particle systems.
- Integrate and maintain our Houdini pipeline.
- Collaborate with other Technical Artists to help integrate Houdini with Maya, Substance, and Bluepoint Engine workflows.
- Work with our Engineering department to integrate the Houdini engine.
- Assist with solving daily production challenges.
- Mentor and support the other Houdini Artists.

Requirements

- Expert level knowledge of Houdini and the Houdini Engine.
- Strong knowledge of Maya.
- Scripting experience in Python.
- Complete understanding of game workflows and pipelines.
- Experience working with multiple game engines.
- At least 5 years of professional experience in the games industry with at least one shipped title (excluding academic projects).
- A portfolio reflecting high-quality game art and tools.
- Ability to work onsite at our facility in Austin, TX.

Preferences

- Experience with Allegorithmic Substance software.
- Shader authoring skills (HLSL, GLSL, CGFX) knowledge.

- C++, C#, Javascript, Lua, or other scripting/programming knowledge.

About Bluepoint

The Bluepoint team is preparing for our next **remake** of a classic. Want to be part of creating something special, a game millions of gamers are eagerly anticipating?

Bluepoint Games is a small studio with big ideas, always looking for elite game development talent to join our family. If you too stand for quality and attention to detail, then join us in delivering nothing less than the games fans want to play.

Since our inception in 2006, Bluepoint Games has worked on many critically acclaimed franchises such as God of War, Ico, Shadow of the Colossus, Metal Gear Solid, Flower, Gravity Rush, Titanfall, and Uncharted.

For these reasons and many others - Hill Country, lakes, and live music; an inspired university town with a thriving high-tech industry and creative community - we proudly call Austin home. We're confident you'll love it here, too!

To Apply

If you meet the requirements specified above and you feel the potential calling you, please email your resume and materials to jobs@bluepointgames.com. Include "HOUDINI TECHNICAL ARTIST" and your name in the subject line.

If you currently reside outside of the US, please state whether you are legally authorized to work in the US.