

## EFFECTS ARTIST

Bungie is looking for an experienced special effects artist with the right blend of artistic inspiration and technical savvy to create effects for our next project. Help us fill our game worlds with effects big and small, realistic and entirely imagined.

### Essential Functions

- Create eye-popping effects that enhance gameplay and storytelling.
- Paint particle and decal textures.
- Animate particle motion using custom tools.
- Work closely with artists, animators, designers and developers to integrate effects into a game engine.
- Help guide further development of internal effects editing tools.

### Desired Qualifications

- Two or more years professional game industry experience.
- At least one shipped title as effects artist.
- A portfolio or demo reel that demonstrates strong artistic and technical skills as well as a firm grasp of timing and scale.
- Excellent cross-discipline communication skills.
- Must love explosions, fire, and gallons of alien viscera.
- Bachelor's degree or demonstrated equivalent experience.