
Senior Technical Artist

Cruden develops simulators that enable F1 teams to build faster cars and coastguards to be ready to save people from the next big storm. Our simulators are key tools in development of the cars of the future and research for safe and comfortable autonomous transport.

We are looking for a motivated Senior Technical Artist to join our team. The successful candidate will be working on software modules used in all of our simulator products.

You will be a member of the Software Development Team, who, like you, are among the best in their field. This is a cross-functional team with competences such as product owners, developers and artists. Cruden has used an in-house developed render pipeline for many years, but decided to start using Unity for rendering two years ago. As a Senior Technical Artist, you will be working at the crossroads of amazing graphics and code that solves complex challenges. Together with the Team you'll be developing Cruden's next generation of Vehicle and Fast Craft Simulators. The ideal candidate will be motivated, flexible, pragmatic and have a Can-Do mentality.

Within the Team one of your main focus points will be setting up a buildpipeline for content, taking ownership of the automation of all steps from content source material to content delivery. You know your way around 3D Studio Max and enjoy striking the perfect balance between amazing graphics, fast rendering and efficient creation together with our graphical artists. You can make Unity do any anything you want, which obviously lies beyond it's intended use. You know which tools, assets and plugins to source externally, but you don't shy away from making your own if that's the best way forward. Most of all, you are a strong member of the Software Development Team, who embodies the belief that our output is more than just the sum of our parts and who takes pride in ensuring that every release is better than the previous one both visually and in terms of quality.

About you:

- You have a university degree in engineering;
- You have experience working with Unity in serious gaming or real-time simulation;
- You have experience with setting up buildpipelines for graphics;
- You are competent in 3D Studio Max as well as in developing C# code;
- You have experience optimizing the combination of source material and rendering-engine;
- You're fluent in English (and preferably also in Dutch).

About us - we'll offer you:

- A representative salary, 25 holidays and a pension plan;
- Flexibility in working hours and location;
- A highly motivated and competent team that can't wait for you to join them;
- The opportunity to improve one of the most eye-catching parts of our simulators;
- An open-minded, small company with a family feel and a flexible attitude.

Do you live in the Netherlands and can you commute to Amsterdam on a daily basis? Do you have what it takes to develop a buildpipeline for content used by the most demanding people in the business, such as F1 drivers and navy seals? Then we'd love to hear from you!

Please send your application to jobs@cruden.com.

We don't appreciate acquisition in regards to this vacancy.