



# Sleeping Giant Interactive

[www.sleepinggiantgames.com](http://www.sleepinggiantgames.com)

## About Sleeping Giant:

Established in 2019, Sleeping Giant is the collaboration of Snowman and OddBird Studio. Snowman has received critical acclaim from the award-winning mobile game, Alto's Odyssey, and is considered a giant in the mobile industry. OddBird Studio is a creative development studio which has worked on games such as Monster Prom and Quench, as well as its' first original IP, Arrow Heads.

Sleeping Giant is focused on creating fun, stylish, and satisfying experiences that are suitable for the entire family. Having released their first game in 2019, Farm Punks, the team is now working on an exciting new project based on a world-class IP.

## Technical Artist

### Responsibilities:

The main responsibilities of the position are to:

- Help breathe life into the game by developing unique and reusable VFX systems
- Build custom shaders to help achieve the established art direction of the project
- Collaborate with others assigned to assist with VFX development, and document shaders and process when necessary
- Advise and adapt to the art production pipeline based on the development of shaders
- Collaborate with game designers, offering input and solutions regarding game feel using shaders and vfx
- Collaborate with the art team, offering artistic feedback and technical solutions
- Ensure the art production is meeting the technical constraints of the projects and optimize graphic systems if required
- Gather, acknowledge, and respond to internal feedback

### Experience:

Minimum 3+ years as a Technical Artist in the gaming industry, or at least 1 shipped title

### Skills:

- A strong understanding of Unity
- Working knowledge of C#
- A strong understanding of writing shaders or using a visual shader editor
- An understanding of vector math and physics fundamentals
- An understanding of game design and game feel
- A willingness to adapt and iterate on tasks
- Strong written and oral communication
- Creative thinking and problem solving

**Additional Information:**

This role can be performed remotely.

We offer:

- A competitive salary
- Comprehensive benefits
- A lively studio culture while currently working from home

**Why Sleeping Giant?**

We're a young company powered by big ideas. Our objective is to produce fun, stylish, and satisfying experiences. We are an equal opportunity employer and are highly collaborative, respecting the voices of our entire team. At Sleeping Giant, you are not a timbit lost in the mix but the whole freakin' donut!

Join, create, and most importantly, GROW with us!

Further information about Sleeping Giant Interactive can be found at [www.sleepinggiantgames.com](http://www.sleepinggiantgames.com).

Applications can be sent to: [brendan@sleepinggiantgames.com](mailto:brendan@sleepinggiantgames.com).