



MACKEVISION

Part of **Accenture** Interactive

Mackevision Medien Design GmbH one of the world's market leaders for Computer Generated Imagery (CGI).

We develop, implement and run data-driven content-creation solutions that create digital experiences at scale to empower our clients to leverage the potential of a digital world. We bring consistency to an exploding amount of digital assets. We steer complexity, unleash the synergies and decrease divergence in marketing. And we are obsessed with visual quality – be it for retail, automotive or the big screen.

The international team supports major companies, middle-sized companies and their agencies. Mackevision was founded in 1994 and has been part of Accenture Interactive since 2018. Today, more than 400 employees work at the company's headquarters in Stuttgart and several branches around the world.

For more information: <https://www.mackevision.com/references-overview/>

JOB OFFERS

Stuttgart, Germany

Software Developer– Realtime / CGI Pipeline (all genders)

3D Artist Realtime – All levels (all genders)

VFX Producer (all genders)

Data Analyst (all genders)

Senior Compositing Artist (all genders)

Compositing Artist (all genders)

Project Manager (all genders)

<https://www.mackevision.com/career/>

<https://accntu.re/3xhNWIB>



<https://www.linkedin.com/company/mackevision/>

<https://twitter.com/mackevision>

<https://vimeo.com/mackevision>

<https://www.facebook.com/mackevision>

Software Developer– Realtime / CGI Pipeline (all genders)

CGI-Development Department

WHAT YOU WILL BE DOING

As a valued member of the team, you will design and develop tools and features working in an Agile environment. You will write code in C++, Unreal Engine Blueprints or Python, and get hands-on with state-of-the-art CGI.

- Implementation of real-time product visualization features and functionalities according to client's requirements.
- Design and development of proprietary applications and plugins for our internal CGI production pipelines.
- Write efficient, maintainable, and well documented code according to coding standards and procedures.
- Research and evaluation of new technologies and solutions in the CGI industry.
- Collaborate with multiple teams of software developers, technical artists and content artists on new features.

WHAT YOU BRING

- Experience as software developer, in particular writing code for (cross platform / real-time) applications.
- Solid knowledge in C++, Unreal/Unity, Python. Other scripting languages (e.g., Javascript, MAXScript, Powershell) are a plus.
- Knowledge of best practices in software development and agile processes.
- Experience with CGI & visualization pipelines, product visualization and DCC tools is preferred.
- Ability to understand and quickly get into existing codebase.
- Be able to demonstrate initiative, determination, and excellent communication skills to work collaboratively in diverse teams.
- Fluent German and/or English.

CONTACT

Diana Arellano (CGI-Development Chapter Lead) – diana.arellano@mackevision.com
Michelle Kiefer (HR Mackevision) – michelle.kiefer@mackevision.com

Realtime Artist (all genders)

3D Realtime Art Department

WHAT YOU WILL BE DOING

- Creation of content for interactive applications and high-end renderings from a Game Engine
- Environment creation
- Realtime ready asset creation
- Data preparation for Realtime use (Unreal or WebGL)
- Lighting & Shading
- Driving Animation, Camera Animation
- Supervision of Junior Artists (only Senior level)
- Supporting project management (only Senior level)

WHAT YOU BRING

- Education with focus on 3D Visualization/Game design or equivalent qualification.
- For Junior level
 - 1-2 Years working experience in the 3D, Realtime or Game industry a plus.
- For Mid-level
 - 2-3 Years working experience in the 3D, Realtime or Game industry.
 - Working for the automotive industry and handling of CAD Data a plus.
- For Senior level
 - Minimum 5 Years working experience in the 3D, Realtime or Game industry.
 - Experienced in working with CAD Data.
 - Experienced working in 3dsMax and Unreal.
 - Understanding of Unreal Blueprints.
 - Working for the automotive industry a plus.
 - Experience in traditional render techniques a plus.
 - Working independently on projects.
 - Experience with InstaLOD a plus.
 - Experience with complex Realtime Pipelines.

CONTACT

Samuel Bubat (3D Realtime Art Chapter Lead) – samuel.bubat@mackevision.com

Michelle Kiefer (HR Mackevision) – michelle.kiefer@mackevision.com

VFX Producer (all genders)

VFX Department

WHAT YOU WILL BE DOING

- Als VFX Producer überwachst du die Organisation und Durchführung der Produktionsprozesse und behältst im Projektcontrolling die Kosten im Blick.
- Dabei stehst du im kontinuierlichen Austausch mit Kunden, VFX-Supervisor:innen und -Koordinator:innen und nimmst an Konzept-, Produktions- und VFX-Meetings teil.
- In deiner Rolle überzeugst du als Projektmanager:in von der ersten Drehbuchversion bis zur endgültigen Lieferung der VFX-Shots. Dies schließt die Projektplanung mit ein.
- Klar, dass hierbei dein gutes Prozessverständnis rund um die Gestaltung visuelle Effekte zum Tragen kommt.
- Alles in allem stellst du gemeinsam mit dem VFX-Supervisor das Erreichen der Qualitäts- und Budgetziele im Projekt sicher.

WHAT YOU BRING

- Einige Jahre Berufserfahrung in der VFX-Produktion oder in der Steuerung vergleichbarer Projekte
- Die Fähigkeit zur effektiven Kommunikation und Zusammenarbeit mit Kunden über verschiedene Interessensgruppen hinweg
- Eine schnelle Auffassungsgabe, auch um sich schnell in die Prozesse des Kunden und des internen Supervisors einzuarbeiten und Themen zu priorisieren
- Eine qualitätsbewusste Führungskraft, die ihr Team vorbildlich führen und motivieren kann und über eine gute Portion Organisationstalent verfügt
- Kenntnisse in Shotgun, sicherer Umgang mit MS Excel und idealerweise sehr gutes Englisch

CONTACT

Heiko Burkardsmaier (VFX Unit Lead) – heiko.burkardsmaier@mackevision.com

Michelle Kiefer (HR Mackevision) – michelle.kiefer@mackevision.com