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# Example of Artist Job Description

Our growing company is searching for experienced candidates for the position of artist. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don’t fill all of the qualifications, you may still be considered depending on your level of experience.

## Responsibilities for artist

* Partner with central service teams including publishing, marketing, finance, consumer insights, and product analytics
* Drive risk and uncertainty out of the project, escalating key issues to management
* Establish a solid working relationship with our IP licensor
* Mentor and train more junior producers, designers, and product managers
* 7+ years’ experience in a lead game production role
* A proven track record as the lead producer on online or mobile games
* Strong knowledge of mobile game mechanics in top grossing games
* Established history of delivering complex development projects on-schedule and on-budget, at the highest standards of quality
* Work with clients in order to create their vision
* Attend shoots as a VFX shoot supervisor when required

## Qualifications for artist

* High polygon sculpting experience in ZBrush or Mudbox is a plus
* Strong interest in Mobile Game Development
* Must also have strong design and troubleshooting skills, , be a team player with the ability to communicate with other groups within the department to carry out Viz Projects
* Must possess good artistic skills and a working knowledge of 2D/3D art production
* Must be proficient in Maya
* Must have experience with optimized game resolution modeling