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# Example of Artist Job Description

Our company is growing rapidly and is searching for experienced candidates for the position of artist. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

## Responsibilities for artist

* Supervise team of staff and freelance compositors (Flame and Nuke) and roto artists
* Able to manage time effectively and give accurate assessments of the workload and the time required to complete tasks
* Create 2d assets to support our marketing and PR initiatives – ad creatives, posters, presentation sheets, t-shirt designs, mock ups
* Responsible for creating cinematic trailers and capturing still images for online and print materials based on direction from the Marketing Art Director with both proprietary and non-proprietary software
* Coordinate with Marketing Franchise Product Manager, Video Editor, and the Development Team Key Stakeholders on creating high quality cinematic trailers throughout the asset production cycle
* Proactive on communication
* Ensure a consistency in the quality and visual style of work throughout the asset production cycle
* Ensure that art assets meet the requirements defined by creative briefs
* Maintain an efficient organization structure for all art assets
* Create blockout geometry, establish layouts, apply set decoration and detailing

## Qualifications for artist

* Must have experience with high polygon sculpting in ZBrush or Mudbox
* Must have experience with texture painting in Photoshop
* Experience with Unreal 3 Engine is a plus
* Strong 2D digital painting and/or drawing skills are a plus
* US Work Authorization – Required – All applicants must provide proof of eligibility to work in the U.S
* Knowledge and Experience with Nuke – Required