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# Example of Artist Job Description

Our innovative and growing company is looking for an 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

* Collaborate with Design to ensure environment content supports game play
* Ensure content is efficient and consistent with technical constraints
* Actively participate in peer reviews, meetings, mentor other artists on team.1
* Provides illustrated and content for 1 assigned title
* Delivers optimized vector assets to animators and client coding
* Works with Art Lead to provide best creative solutions for title
* Maintains and champions integrity of EA brands
* Must follow through diligently with details of all projects from understanding DTO to final production turnover--making rounds of corrections, creating comps as needed, making changes as necessary
* Must possess thorough knowledge of printing and output processes
* Must follow all departmental protocols, server protocols, Teamcenter routing, and archiving procedures

## Qualifications for artist

* Knowledge and Experience with Windows (PC) Production Environment – Required
* Knowledge of Practical Filmmaking Techniques – Required
* Excellent Artistic Ability/Aptitude – Required
* Knowledge of Stereo-related Terminology – Preferred (but we’ll teach you OUR lingo!)
* Previous Professional Experience in Stereoscopy or VFX – Preferred
* Accredited Post-Secondary Degree or Related Coursework – Preferred