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# Example of Character Artist Job Description

Our company is growing rapidly and is hiring for a character artist. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for character artist

* The Lead Artist to ensure that the game ships on time with a reasonable workload
* The Art Director and Technical Animators in developing and maintaining proper technical requirements for construction, rendering, and rigging of the games characters
* Skinning of assets and management of textures and LODing of high poly meshes
* Assist in integration of character assets in game
* Create clean, lower-resolution game topology, UV’s, and textures
* Collaborate with animators to create characters that can move and perform believably
* Collaborate with concept artists to revise and improve designs
* Provide specifications and written feedback to external vendors who will be supplementing the character creation efforts
* Leading a team to bring highly-realistic faces to life for both cinematic and in-game sequences, capturing all of the subtle nuance of facial deformations into a highly crafted system of blendshape poses
* Discerning from video reference the idiosyncrasies about a particular person’s performance that give them their character, and Identifying which FACS shapes are being used

## Qualifications for character artist

* Have shipped AAA PC or console titles in a lead artist position
* Skill in of the related creation tasks - illustration, modeling, texturing, animation, concept drawing
* Strong understanding of digital content creation tools such as Photoshop, Painter
* A minimum of 4 years’ experience in game development modeling and texturing characters using 3ds Max and Photoshop (or equivalent 3D and 2D programs)
* Advanced skill in two or more of the related creation tasks - illustration, modeling, texturing, animation, and concept drawing
* Character modeling