Downloaded from <https://www.velvetjobs.com/job-descriptions/character-artist>

# Example of Character Artist Job Description

Our innovative and growing company is searching for experienced candidates for the position of character artist. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for character artist

* Having an in depth understanding of 3D digital sculpting techniques, normal map and displacement map creation with ZBrush, Mudbox
* Sculpt high-resolution characters
* Character renders for marketing
* Assist in character concept and design
* Create high quality character likeness for use in game
* Must have a good understanding of conveying facial emotion and recreating facial poses
* Experience and knowledge of facial anatomy
* Ability to sculpt facial poses as per art direction
* Knowledge of blendshape correctives
* Experience with retopologizing software and workflows

## Qualifications for character artist

* Take ownership and responsibility, drive work and be reliable
* Own tasks from concept to in game final
* Expert and deep knowledge of character rigging and animation support for mobile games using Maya and Unity
* Mastery in character rigging with a special focus in animals, quadrupeds, birds, reptiles
* Must understand the importance of gameplay and user experience in a social/mobile space
* Must be able to quickly identify needed improvements to existing pipelines, performance, and tools and provide effective and accurate solutions as they relate to character rigging and animation