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# Example of Character Artist Job Description

Our company is growing rapidly and is looking to fill the role of character artist. Thank you in advance for taking a look at the list of responsibilities and qualifications. We look forward to reviewing your resume.

## Responsibilities for character artist

* Experience working with outsourcing teams
* Data wrangling, to and from, various mix of teams
* Communicate feedback, both written and verbal
* Support deveopement of proprietary art pipeline and workflows
* Support the acquisition team during performance sessions
* Work closely with the development teams to establish / maintain visual target while in production
* Contribute to documenting workflow and pipelines
* Create a range of high quality characters based on concept art for the Breakaway world
* Create clean, low-resolution game topology, uv’s, and textures
* Work with the art director and character team to set the visual style and quality bar

## Qualifications for character artist

* At least 5+ years of Zbrush and/or other sculpting digital tools
* Industry leading understanding of human and animal anatomy
* Strong understanding of next gen shader technology with an ability to create a wide range of highly realistic materials
* Solid experience and understanding of art pipelines on Xbox One and/or PS4, and an interest in finding ways to evolve and improve the character art creation pipeline
* Ability to adapt rapidly to new or changing technology
* Excellent ability to self-manage, demonstrates proactive communication, and meets deadlines