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# Example of Concept Artist Job Description

Our company is growing rapidly and is hiring for a concept artist. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

## Responsibilities for concept artist

* Collaborate with artists, designers, and engineers to create concepts that not only take technology and mobile design requirements into consideration but help to advance them
* Create a wide variety of concept designs ranging from characters, environments, props, UI, effects, logos, and even storyboarding
* Create production quality finished assets for internal and external promotion marketing
* Help create and maintain art style guides
* Create beautiful and stunning 3D production ready assets for our mobile platform
* Expert with landscape and environment concepts, strong realistic art is a must
* Work closely with the Art Director and Production Artists to create a cast of highly believable characters and immersive game environments
* Create a wide variety of additional concepts including creature design, hard surface props, and vehicles
* Design original concepts that fit within the project style guide
* Translate high level ideas into production-ready art packets

## Qualifications for concept artist

* Demonstrated ability to generate and iterate on artistic ideas quickly
* Fearless ability to explore a wide variety of ideas that push the Wow style
* Demonstrated ability to produce final illustration quality production paintings
* At least 2 shipped titles
* Outstanding design sensibility
* Understanding and an interest in how and why things are constructed, from a designer’s perspective