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

# Example of Graphic Artist Job Description

Our company is growing rapidly and is looking to fill the role of graphic artist. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for graphic artist

* Understand the game design documents to understand the intended user experience
* Design and implement platform-specific user menus and interfaces and preserve the uniformity of the visual and logical aspects of the user interfaces for all platforms
* Interact and collaborate with team members from different work units (design, art, programming)
* Understand the implementations and respect technical constraints
* Design user interface and HUD display systems that are visually appealing, intuitive and effective
* Apply and maintain a consistent artistic standard for the entire interface of a project and respect brand guidelines
* Design the functions, appearance and handling ease of the interface and prototypes by working in collaboration with game design and programming teams
* Create models and other simple prototypes to consolidate the direction and design plans
* Help establish current design priorities, shortcoming and find creative solutions
* Require a highly skilled facilitator to keep a busy team focused on communicating complex concepts

## Qualifications for graphic artist

* Candidates must be experienced in non-linear editing (Avid, Final Cut Pro, Edius)
* Proficient in Cinema 4D
* Ability to post and create online and social content preferred
* Videography and still photography skills preferred
* Associate Degree in related field or comparable work experience required
* Self motivated to improve and learn