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# Example of Technical Artist Job Description

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

## Responsibilities for technical artist

* Creates graphics for marketing package
* Creates game-ready electronic artwork in accordance with the capabilities & requirements of the product
* Creates and animates logos and symbol designs
* Prepares and converts graphic files for coding
* Prepare files for final stages of production, be that printed output or delivery of digital files to the customer
* Assist the Lead Technician in the design production for Expeditions
* Able to communicate with both engineering and the art departments
* Scripting and/or programming experience within interactive platforms
* Scripting and/or programming experience within content creation tools
* Asset optimization for game or mobile contexts

## Qualifications for technical artist

* Experience on current and next-gen consoles
* Experience on other industries (TV, Film)
* Knowledge of other programming languages (Python, C#, C++, Java Script, Action Script)
* Zbrush and Motion Builder
* Experience managing, scheduling, critiquing, and direction for a team of technical artists
* Effectively collaborate with game designers, artists, and engineers to ensure that technical art vision is serving project needs