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# Example of Technical Artist Job Description

Our company is hiring for a technical artist. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don’t fill all of the qualifications, you may still be considered depending on your level of experience.

## Responsibilities for technical artist

* Experience rigging and/or animating characters
* Participate in reviews, and coordinate art asset development and procurement in a co-located, multi-discipline team environment
* Post-production, including non-linear, professional editing with Adobe Premier and AfterEffects, motion graphics creation, color correction, audio mixing, and video compression
* Lay out, illustrate, and edit instruction manuals, product decals, and related technical publications concerned with installation, operation, service, and maintenance of machinery and other equipment
* Organizes material and completes assignments according to standards regarding order, clarity, conciseness, style, and terminology based on customer and/or product need
* Establishes formats and maintains templates and style guides for technical documents
* Creates line art from engineering drawings
* Coordinates translations with vendors and printing with purchasing or vendors
* Provides printer with electronic files for reproduction
* Maintains electronic filing systems including logging, backing up, and archiving

## Qualifications for technical artist

* The ability to work well as part of a larger team - maintain collaboration relationships and coordinating the global requirements to the local team
* Mastery in technical skills including
* Ability to analyse and identify optimal modelling and texturing methods within the constraints of the game engine
* Experienced with creating assets within next generation art pipelines including
* Shipped multiple titles as a Technical Artist
* Conversant in all areas of game technical art