



# Example of Character Artist Job Description

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Our innovative and growing company is searching for experienced candidates for the position of character artist. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for character artist

- Having an in depth understanding of 3D digital sculpting techniques, normal map and displacement map creation with ZBrush, Mudbox
- Sculpt high-resolution characters
- Character renders for marketing
- Assist in character concept and design
- Create high quality character likeness for use in game
- Must have a good understanding of conveying facial emotion and recreating facial poses
- Experience and knowledge of facial anatomy
- Ability to sculpt facial poses as per art direction
- Knowledge of blendshape correctives
- Experience with retopologizing software and workflows

## Qualifications for character artist

- Take ownership and responsibility, drive work and be reliable
- Own tasks from concept to in game final
- Expert and deep knowledge of character rigging and animation support for mobile games using Maya and Unity
- Mastery in character rigging with a special focus in animals, quadrupeds, birds, reptiles
- Must understand the importance of gameplay and user experience in a social/mobile space

relate to character rigging and animation