

Example of Game Artist Job Description

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Our growing company is searching for experienced candidates for the position of game 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 game artist

- Work closely with Art Directors and staff Artists to polish and implement existing 2D and 3D art assets
- Create high quality art assets for use in game
- Learn proprietary art pipelines
- Help organize and manage artwork across all game art disciplines
- Responsibilities will include partnering with art directors and managing artists from our U.S. and Bangalore offices to assess what creative needs exist to support upcoming projects
- You know the ropes when it comes to exceptional digital illustration and concept art
- You enjoy creating fun and playful assets, seeking feedback from your teammates to find ways to create even more compelling visuals
- Your work is best in a participatory, collaborative, iterative, team-based work environment
- You are highly organized, agile and open to course-correction
- Compose and capture still shots of game play and 3D models

Qualifications for game artist

- 3+ years experience as a UI artist on Social or Mobile platforms (Live Development services are preferred)
- Need to have experience in a production and deadline driven environment

- Excellent hard surface and soft surface modeling, rigging and animation skills
- Lighting and rendering skills a plus