

Example of Game Artist Job Description

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Our company is looking to fill the role of game artist. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

Responsibilities for game artist

- Create dynamic, exciting game trailers, including setting up shots, adding visual effects, adjusting cameras/lighting/environments, directing animation, editing footage, inserting text cards etcetera
- Implement artwork into internal presentations and demos
- Adding various elements to increase the fidelity of the images
- Game development experience, mobile QA lead experience a huge plus
- Thorough understanding of industry standard video/image formats
- Understanding of and interest in best practices (color, composition) for the production of commercial art (motion/static)
- Some basic scripting knowledge would be beneficial (C#, Lua, Python)
- Produce graphics, animations and screen design for interactive multimedia learning modules
- As an integral member of Courseware Development teams would work closely with Subject Matter Experts, Instructional Designers and Project Manager in the development, implementation, and maintenance of computer-based or electronic learning content
- Implementation includes interface elements, graphics, photos, illustrations, music, voice, and instructional elements

Qualifications for game artist

- Ability to create beautiful anime inspired worlds in 3D
- Ability to effectively itemise tasks and assign realistic time scales to them
- Excellent communication skills with a friendly, helpful and positive demeanor

- Working knowledge of Agile Development/Hansoft a plus
- Must have an advanced proficiency with Adobe After Effects, with an emphasis on visual composition, balance of color, and use of 2D / 3D lighting techniques