

Example of Game Artist Job Description

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Our innovative and growing company is looking for a 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

- Working with the Senior Games Artist and Creative Director to create visual assets for the games
- Work with the Senior Games Artist to maintain and improve art pipelines
- Ensure own work is consistent with artistic and technical requirements of the projects
- Character and level design
- Working collaboratively within the games team to create new ideas, content and features for the games
- Ensure all assets are consistent with the games visual art style
- Design and develop art for games with huge fan-bases of dedicated players
- Clearly communicate with developers, producers and product owners
- Build and maintain high quality rigs
- Collaborate with modelers for the creation of models that meet technical needs

Qualifications for game artist

- Ability to interpret concept art, understand art direction and work within the overall game style
- Illustrate and develop many concepts (sketch, drawing,) to support production
- Work in a team environment with other artists, programmers and designers
- Create the resources and animations for the games, following the art style

- A portfolio or demo reel that demonstrates a keen eye for detail and the ability to use light, shadow and color to create a variety of tones and moods, maintaining a high level of consistency