

Example of Game Artist Job Description

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Our innovative and growing company is searching for experienced candidates for the position of game artist. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

Responsibilities for game artist

- Work closely with animators to determine rig needs and requirements
- Work with Leads and Production staff to prioritize tasks
- Creation of various in-game assets for high end demos and/or VR/AR productions
- Creation of material libraries for future projects
- Development of optimized asset creation workflows
- Scene layout and asset placement inside Unreal Engine 4 Editor
- Level editing and level dressing
- Creation of decals and other props to dress a scene nicely
- Level lighting and look development based on concept art
- Asset adjustment and optimization based on director feedback

Qualifications for game artist

- Self-motivated, social, and a great team-player
- Proficiency using Z-Brush and Mudbox is a must, with strong background production experience in Maya Modeling, Texturing and Shading
- 5+ years Game Production experience or VFX Production experience
- Strong understanding of CG pipeline in either Game, or VFX environment
- Requires strong technical knowledge and organizational skills
- Strong Look Dev experience is a bonus