

Example of Game Artist Job Description

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Our company is looking to fill the role of game artist. Thank you in advance for taking a look at the list of responsibilities and qualifications. We look forward to reviewing your resume.

Responsibilities for game artist

- Tasks execution assigned by Art Director
- Update the design, modify, and create the UIs of current mobile titles and development for other platforms
- Create high quality, production-ready assets such as icons, buttons, typography, and UI animations
- Prototype and mockup UI screens and animations to visualize the user experience
- Creates, modifies, updates web-based IMI and technical inserts using client-side scripting and markup languages, including, but not limited to HTML5, AJAX, JavaScript and its libraries and frameworks
- Uses server-side scripting languages (currently PHP) to manipulate and display IMI
- Collaborates with video game artists, and understands their contributing assets, to integrate 3D models into instructional games and web inserts
- Follows project managers design documents to create, test, and document code while maintaining code integrity
- Works with integration team to inject curriculum into various LMSs using the SCORM 1.2 (xAPI in the future)
- Provide visual feedback support between IP stakeholders and external development teams

Qualifications for game artist

- Good communication skills and able to work in a collaborate team environment is the most desirable quality
- A minimum of 2 years' professional experience as a video capture artist
- Exceptional eye for shot composition and framing
- Strong attention to detail and the ability to QC your own work
- Able to take direction, learn and implement new processes