

Concept artists are responsible for the style and look of a game. They are the first to draw the environments, enemies and player characters. Working with a brief from the producer, their sketches are used to help 3D artists, producers, programmers and publishers understand how the game will look.

KEY RESPONSIBILITIES

- Concept art creation for visual development, ideation, layout/design sketches and exploration.
- Creating quick sketches and exploratory concepts to establish mood and style.
- Solve problems by coming up with creative ideas and solutions.
- Easily interpret art summaries and make a meaningful contribution to the creation of key artistic content at all stages of the cycle.
- Are open and receptive to feedback, criticism and coaching from art direction.
- Adapt your action in the face of tight deadlines and rapid iteration requests.
- Communicate effectively (both verbally and in writing) and maintain strong collaboration within the team locally and across the group
- Create high-end concept art for visual development, ideation, layout/design sketches, and exploration. This may include (but is not limited to) environments, backgrounds, characters, props, and vehicles to various levels of polish and within varied time constraints.
- Create quick sketches and exploratory concepts to establish mood and style.
- Solve problems by proposing creative ideas and solutions.
- Interpret art briefs with ease and make meaningful contributions to the creation of key art content through all stages of the production cycle.
- Be open and receptive to art direction feedback, critique, and coaching.
- Adapt easily when faced with tight deadlines and quick iteration requests.
- Be motivated for continued learning in all skills that contribute to your growth as a key member of the team.
- Communicate efficiently (both verbal and written) and maintain strong collaboration within the team, both local and global.

QUALIFICATIONS

Required

- 1 to 4 years of previous professional experience in similar functions
- Excellent creativity in ideas and storytelling through visual imagery
- Strong fundamental artistic skills in anatomy, lighting and form, composition, perspective, architecture
- Strong design skills in industrial, mechanical and functional areas
- Technical skills in Photoshop (expert level), 3D and Virtual Reality for production workflow is a plus

- Ability to work remotely on occasion and be independent
- Ability to accept and incorporate feedback through various stages of production
- Versatility in producing art in different styles
- Good knowledge of past, current and future video game trends
- Good knowledge of influential films
- Good communication skills
- Enthusiasm to continue learning and growing in your profession