

CONCEPT ARTIST

As a **Concept Artist** you will work closely with the Art Director and Lead Artist creating character, object and environment art from quick roughs through color comps toward final quality art and model sheets. Applicants should possess excellent senses of human proportion, costuming, color composition and be able to render both stylized characters and imaginative environments. The Concept Artist will be responsible for contributing to the developing art style as well as maintaining it through production, and provide content creators with clear 2D concepts from which they may successfully execute in-game assets.

Qualifications

- Outstanding Photoshop and Painter/Drawing skills
- Excellent illustration and visual storytelling skills including: composition, perspective, and color theory
- Strong environment design skills with the ability to create organic/inorganic exterior and interior environments in a variety of styles
- Experience creating concepts for either existing licenses and/or original IP
- 3+ years of professional experience as Illustrator/concept artist in the game industry or comparable experience in the film industry
- Must be able to rapidly illustrate concepts based on verbal and written directives.
- Ability to adapt stylistically to meet the visual style set for the game.
- A portfolio demonstrating outstanding drawing and fine art skills.
- Excellent organizational, communication and interpersonal skills.
- Must be receptive to art direction and perform well within a collaborative team environment.
- Must be responsive to deadlines and work well under pressure.

Of Advantage

- Experience with 3D modeling/lighting is a plus
- Strong time management skills with an ability to juggle multiple assignments effectively
- Excellent communication skills