



Game Development

GAME ARTIST

We are looking for a fantastic Game Artist to join our small crew, who shares our passion about creating games with style.

You are going to be creating the visual elements of a game, such as characters, scenery, objects, UI, and more.

You will also create concept art and storyboards which help communicate the proposed visual elements during pre-production. You will need to be able to self-organize and work to deadlines and communicate and work with others in the game team on all the games we create together.

All Applicants must be eligible to work in the EU.

Responsibilities:

- Develop game style and visual elements
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- Create and enhance User Interfaces
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- Create concept art and storyboards for new productions
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- Analyzing and advising on art styles and themes
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- Collaborate with other team members and stakeholders

Skills and Qualifications:

- Submit art portfolio demonstrating a range of work and originality of style
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- Be able to draw from life
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- Have knowledge of anatomy and architecture
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- Be able to convey facial expressions and emotions
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- Have a flair for colour, composition, perspective, modelling and texturing techniques, lighting and mood
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- Have skills in comic book art and/or storyboarding
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- Be able to work as part of a team and independently
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Contact us: hello@justforthewin.com



Game Development

- Be imaginative and creative
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- Pay close attention to detail and have strong powers of observation
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- Adobe Creative Suite
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- Any 3D Suite
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- Version Control
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- Fluent in English

We value:

- Hands-on experience in game development
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- Understanding of the entire game creation chain from development, testing and release of the final product
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- Monkeys and decent human beings

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