



Lead Concept Artist

Job Purpose

Lead, mobilise and develop an art team within a collaborative multidiscipline environment; define and track the schedule for the team, manage and mentor team members, and be a key player in the artistic style of the project.

Reports To

Studio Art Manager

Direct Reports

Members of the art team at all levels

Leadership Responsibilities

- Build an effective team to ensure it is fully resourced, a manageable size and a good mix of levels and foster the team player culture;
- Plan, prioritise and set inspiring objectives for your team members all year long;
- Empower your team members with clear expectations and hold them accountable for their key results;
- Provide your team members with ongoing and meaningful feedback on performance and development;
- Engage and positively influence team members and stakeholders around a vision;
- Navigate through ambiguity and embrace change with a positive mindset;
- Create the environment for initiatives and ideas to emerge and grow;
- Be inclusive, supportive, flexible and care about people.

Job Responsibilities

- Support the Art Director by executing on the creative vision and with the creation of an Art Bible and Style guide;
- Ensure the best-in-class art in accordance with the project's artistic direction and production timelines;
- Be the main contact for Concept Art with the project and with its partners;
- Cultivate the team with timely feedback, growth and development and training opportunities;
- Work in close liaison with all disciplines fostering synergies between departments and individuals;
- Conduct performance reviews and participate in interviews and ensure proper staffing and team make up;
- Identify and set up the best workflow and pipeline practices;
- Find resourceful solutions to any problems encountered;
- Work with your respective Production representative to help inform planning, schedules, and strategies by leveraging the knowledge you hold in your specialist area;
- Conduct any ad-hoc tasks when required.

Skills and Knowledge

- Excellent drawing and conceptualisation skills with an ability to adapt to established styles;
- In-depth anatomical and architectural knowledge;
- Solid knowledge of fundamental illustration skills including composition, perspective and colour theory;
- Strong working knowledge of Photoshop;
- Good working knowledge of relevant 2D and 3D software;
- Strong emotional intelligence;
- Ability to adopt and effectively communicate using different styles when working with team members across the world with various cultural backgrounds;
- Good knowledge of scheduling and team tracking software and techniques;
- Exemplary written, interpersonal and communication skills;
- Strong leadership, team and people management skills.

Relevant Experience

- 5+ years as a Concept Artist or relevant experience with significant involvement with 2 published titles and exposure to a full project life-cycle;
- Experience in team and direct line management;
- Bachelor's degree in any art-based subject or any other relevant training is a plus.