



Senior Concept Artist

Job Purpose

Develop complex artistic elements that will constitute the artistic representation of ideas, provide inspiration and become references for the artistic direction of the project.

Reports To

Lead Artist/Senior Lead Artist

Responsibilities

- Establish the style of the project and be a reference for all elements of art production (Environment, Character, UI etc.);
- Maintain consistent style under the direction of the Art Director and carry out revisions as required;
- Set and share best practices, production pipelines and workflows within the group;
- Share knowledge and motivate artists within the team;
- Be a reference for the art team in relation to various artistic elements and find solutions to complex issues that arise;
- Efficiently communicate and support messages and decisions from management;
- Actively participate in the implementation of more efficient work methods;
- Plan, estimate and prioritise time frames for the completion of tasks and track progress using the designated tracking tools;
- Communicate and collaborate with key stakeholders to confirm task direction and ensure consistency of work within the team;
- Produce weapon & environment concept art and in-game mock ups, focusing particularly on lighting and post effects;
- Support the Lead to ensure a successful sign off process for own and others work by conducting reviews, critiquing work and providing suitable feedback;
- Effectively communicate complex visual intentions to the wider art team;
- Support the Lead Artist and/or Art Director in any related ad hoc tasks.

Skills and Knowledge

- Excellent interpersonal and communications skills;
- 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 observation and research skills;
- Strong knowledge of form, composition, use of detail and visual story telling;
- Solid digital illustration skills;
- Strong working knowledge of Photoshop;
- Good working knowledge of relevant 2D and 3D software;
- Knowledge of data management software (such as Perforce);
- Good knowledge of the video game industry and awareness of typical video game development processes.

Relevant Experience

- Significant experience in concept art or other relevant experience;
- Bachelors' degree in Graphics Design, Art or other relevant training;
- Experience working within a photo realistic environment.