



Concept Designer

Department: Creative Media Studio

Location: Miramar, Wellington

Role Purpose

The Concept Designer role is to develop highly original conceptual material through the creation of compelling visual concepts that bring stories, worlds, characters, environments, and guest experiences to life across a diverse range of projects. Working closely with Art Directors, Creative Directors, Writers, Experience Designers, Architects, and Fabrication teams, the Concept Designer will develop artwork that inspires projects from the earliest stages of ideation through to production.

Key Accountabilities & Outcomes

- Create high quality concept artwork for **Screen, Games and Immersive Experiences**.
- Work closely with Art Director and Creative Leads to execute project vision.
- Produce environment, architectural/spatial, prop, vehicle, and character concepts as required by each project.
- Develop conceptual thinking, art and design, and research skills.
- Actively participate in blue-sky and concept design brainstorm and design processes.
- Support world-building by contributing visual language, design systems, and style guides.
- Self-motivated, organised, and capable of managing multiple priorities in a fast-paced creative studio.
- Strong attention to detail while maintaining awareness of the broader creative vision.

Qualifications & Experience

- 3+ Years working in concept art, entertainment design, themed entertainment, games, film, animation, architecture, industrial design, or related industries.
- Understanding of architectural design, scenic fabrication, or physical production processes.

Skills & Competencies

- Strong portfolio demonstrating exceptional concept design, visual development, and environmental storytelling.
- Excellent Photoshop skills
- Excellent drawing, composition, lighting, colour, and perspective skills.
- Excellent with 3D workflows such as Blender, ZBrush, Cinema 4D, 3DS Max.
- Experience creating presentation artwork, storyboards, and visual pitches.
- Passionate about storytelling through design.
- Comfortable working across multiple visual styles and project types.
- Open to feedback and able to iterate quickly in a collaborative environment.

Key Working Relationships

Internal

- Creative Media Team: Creative Director, Art Director, Producer and Coordinator
- Other Wētā Workshop Departments i.e: Design studio, manufacture, etc.

External

- Clients and Vendors
- Including but not limited to: Designers & Concept Artists, Experience & Architectural Designers