



Concept Designer

Reports to: Art Director

Location: Miramar, Wellington

Role Purpose

The Concept Designer role is to develop highly original conceptual material through the creation of compelling illustration and design work for the entertainment industry. The Concept Designer will actively develop their conceptual thinking and artistic skills and regularly seek opportunities for guidance and improvement. The Concept Designer will be a pro-active member of the Creative Media Studio team.

Key Accountabilities & Outcomes

- Deliver high quality solutions to varying conceptual, illustrative, render, graphical and design-related challenges, for **Screen, Games and Immersive Experiences**.
- Work closely with Art Director and Creative Leads to execute project vision.
- Develop conceptual thinking, art and design, and research skills.
- Actively participate in blue-sky and concept design brainstorming and design processes.
- Integration with vendor and client teams.
- Follows all health, safety, and well-being rules, procedures, and instructions. Takes reasonable care to look after their own H&S at work and the H&S of others.
- Champions excellent health, safety and wellbeing practices.

Qualifications & Experience

- 2+ Years working in the entertainment and creative design industry.
- Experience designing within screen, game and immersive experiences industries.

Skills & Competencies

- Excellent Photoshop skills
- Fundamental art, design and research skills.
- Familiar with InDesign and Illustrator
- Excellent 3D programme skills like Blender, ZBrush, Modo, 3DS Max, Maya.
- Understanding of the design process.

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

Change to Job Description

Completed on: 29/09/2025 Review Date: 1/10/2026