Art Technician

Job Purpose

Check game assets meet technical requirements, report issues, and deliver actionable feedback to content creation teams; bridging the gap between the Technical Art team and the content creation teams.

Reports To

Lead Art Technician

Responsibilities

- Use project tools to assist in finding, reproducing, debugging, and reporting bugs;
- Provide verbal and documented validation feedback in a clear and concise manner;
- Maintain strong communication and productive collaboration across the project;
- Track and update the progress of day to day tasks using the designated tracking tools;
- Track and review tasks in the asset pipelines using the designated tracking tools;
- Perform regular regression to ensure validation feedback and bugs entered are fixed;
- Stay up to date with planned changes and updates from the development teams;
- Create, maintain and update relevant documentation;
- Proactive Knowledge Sharing;
- Identify and highlight trends in failed validation to your Lead;
- Assist the Quality Assurance team during quiet periods;
- Work with your Lead to ensure all validation is checked to a consistent high standard.

Skills and Knowledge

- Excellent attention to detail;
- Excellent written, and verbal communication skills are essential;

- Strong organization and time management abilities;
- Strong annotation, documentation and guide writing/recording skills;
- Strong interest in video game art production and development;
- Strong interest in technical set-ups for game assets;
- Strong interest in materials and shaders;
- Proficient understanding and experience of 3D art creation software, techniques and terminology;
- Proficient understanding and experience of 3D game engine;
- Ability to understand and communicate technical issues from a functional and aesthetic point of view;
- Ability to engage in group discussions;
- Confidence presenting, and delivering information;
- Demonstrable ability to work under pressure and meet short deadlines.

Relevant Experience

- Bachelor's degree in art, design, a technical discipline, <u>or</u> other relevant training or equivalent experience;
- 1-2 years' experience in the video game industry in an *embedded* Quality Assurance / Art-Support role – or other relevant role.