

Stellenangebot vom 07.11.2018

## Lead Artist

Fachrichtung:	Art / Layout / Illustration
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	1223RB Hilversum
Land:	Niederlande

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## Firmendaten

Firma:	<b>Spil Games</b>
Straße & Hausnummer:	Mussenstraat 15
PLZ / Ort:	1223RB Hilversum



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## Ansprechpartner

Name:	Maggie Kramar
Position:	Recruiter
Straße & Hausnummer:	Mussenstraat 15
PLZ / Ort:	1223RB Hilversum
E-Mail:	m.kramar@spilgames.com



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## Job-Beschreibung

The Lead Artist is creating and maintaining the visual styling for Spil Games' products, in alignment with the Lead Game Designer and Product Owner. You will manage a team of UI, UX and Graphic Designers in order to guarantee the consistency and high quality of Art across Spil Games portfolio of mobile games. ☐☐

### Tasks and responsibilities of this position are:☐☐

- Developing, maintaining, and refining a vision and direction for Art across Spil Games mobile portfolio;
- Managing a team of☐internal as well as external☐UI, UX and Graphic Designers in order to guarantee the consistency and high quality of Art across Spil Games portfolio of mobile games;
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Researching, exploring, communicating and implementing best Art and UX/UI practices; Give feedback & direct UI/UX work done within the team;

- Responsible for all art documentation and guidelines, close cooperation with the Game Design to review and approve briefs;
- Attending all lead reviews and kickoff meetings to ensure the art has the proper level of understanding when it comes to particular features and what they entail;
- Developing and providing continuous quality improvement recommendations;
- Responsible for mentoring and evaluating artists on the game team; Resolves conflict and makes sure outstanding contributors are acknowledged;
- Comfortable with both giving and receiving feedback in a constructive, encouraging manner. □□

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### **Your profile:**

- Relevant experience as Lead Artist in mobile games industry;
- Shipped titles covering full production cycles;
- Experience leading a team of artists from concept to completion;
- Experience and affinity with the female target audience is a must;
- You have a relevant online portfolio demonstrating your Mobile Gaming experience;
- Strong traditional and digital drawing/painting skills;
- Strong art foundation including, but not limited to Composition, visual hierarchy, color theory, anatomy, animation principles;
- Expert-level skills in one or more of the following areas: Concept art, Adobe CC, UI creation, illustration, 3D modeling/texturing, Unity implementation, animation/FX
- Excellent supplementary skills to facilitate art development in one or more of the following areas: Sketches/Wireframes, composition, iconography, motion graphics, storyboarding/visual targets

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### **Why Join Spil Games?**

Level up your career—be part of a leader in the online gaming industry, where playing games is all part of a day's work. Spil Games also offers these great benefits:

- A competitive salary and bonus system
- Flexible hours (from 7 AM till 7 PM)
- A pension and collective health insurance plan
- Reimbursement for your daily commute
- Extras, such as a fitness plan and lunch provided by La Place
- And, most importantly, training and development programs—because when you grow, we
- grow with you!

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### **How to Apply? □**

Games-Career.com ist ein Angebot von:

Please send your CV, motivation letter and portfolio to [recruitment@spilgames.com](mailto:recruitment@spilgames.com) □

No recruitment agencies please. □

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