

Joboffer dated from 05/12/2017

Concept Artist (f/m)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Salary:	negotiable
Zip Code / Place:	10997 Berlin
Country:	Germany

Company data

Company:	YAGER Development GmbH
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



Contact Person

Name:	Human Resources
Position:	
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



Job description

YAGER seeks the talents of a passionate Concept Artist to work for our AAA F2P project Dreadnought. Join us in shaping the direction of the project as a driving force in Concept Art and push the boundaries to deliver a unique user experience. We're looking for people who love the idea of working together in interdisciplinary teams and a fast-paced and professional environment.



Responsibilities

- Support level design and level art teams in creating unique and rich environments
- Report directly to the Art Director and work closely with other disciplines in small

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interdisciplinary teams

- Create concept art for characters, weapons, props, architectures, environments, ambience situations (mood boards), based on the direction set by the art director

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Qualifications

- 3+ years of AAA experience
- You have shipped at least 1 entertainment project
- Ability to work within a style including a style set by another artist/art director
- Outstanding traditional illustration and coloring skills (Adobe Photoshop, Illustrator or similar)
- Strong knowledge of color theory, human anatomy, architectural, industrial & military design and art history
- Ability to range across numerous genres and to adhere to creative direction
- A good understanding of Dreadnought gameplay and the ability to play test
- Ability to take and apply direction and work well in a team environment
- Good communication skills
- Ability to communicate effectively in English, both verbally and in writing
- Passionate about videogames

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Desirable skills

- Experience with the Unreal Engine
- Storyboard and thumb nail drawing skills
- Texturing skills
- Material/Shader creation
- Additional skills such as modeling, lighting, or FX are beneficial
- Basic knowledge of 3d creation packages (3dsmax, Maya, Modo) and ability to prepare basic mock-ups using 3d geometry

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Employment details

- Full-time and on-site
- Status: employment
- Start: as soon as possible

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Join our Team!

If this sounds like you, and you love to work in a creative environment with people passionate about their work, please send us your application using our online form.

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