

Joboffer dated from 11/22/2017

## 2D Artist (f/m)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	76133 Karlsruhe
Country:	Germany

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## Company data

Company:	<b>Kolibri Games GmbH</b>
Street adress:	Hallesches Ufer 60
Zip Code / Place:	10963 Berlin



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## Contact Person

Name:	Emilie Farnir
Position:	HR Manager
Street adress:	Hallesches Ufer 60
Zip Code / Place:	10963 Berlin
E-mail:	jobs@kolibrigames.com

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## Job description

We are hiring!

**At Fluffy Fairy Games you will...** Take ownership of everything you do. Be in an unique environment, a true no - bullshit meri tocracy where your skills and efforts really make a difference. Build fast and ship faster. Try hard and learn harder. Grow with every problem encountered. Be paid at industry level.

Have access to management all the time.



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**And you will not ...** get your game killed in an intransparent gate process. Wait a week for a management decision. Compromise on a viable idea because of somebody else's gut feelings. Be surrounded by interns who shoulder much of the actual work without real pay or a chance to land a job. Watch the lead engineer fiddle about for days in search of a perfect solution if a solid hack would have solved the problem. Et cetera. You get the picture.

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### **Responsibilities**

- Create 2D graphics for our mobile game Idle Miner Tycoon
- Come up with creative ideas to improve our game
- Support the Art Team in creating multiple new marketing graphics (e.g. app icons)
- Provide and improve various concepts of graphical assets (e.g. characters and environment)
- Work closely with our developers, marketing department & community managers

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### **Skills**

- Passion for games, especially mobile games
- Strong drawing & illustration skills
- Highly motivated and fast, open-minded & well-organized work approach
- Very good knowledge of Adobe Photoshop and Illustrator
- Experience with spine animations is a plus
- Experience with Unity 3D, Jira or Trello a plus □□

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