

Joboffer dated from 11/07/2018

Lead Artist

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	1223RB Hilversum
Country:	Netherlands

Company data

Company:	Spil Games
Street adress:	Mussenstraat 15
Zip Code / Place:	1223RB Hilversum



Contact Person

Name:	Maggie Kramar
Position:	Recruiter
Street adress:	Mussenstraat 15
Zip Code / Place:	1223RB Hilversum
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Job description

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 is a service provided by:

Please send your CV, motivation letter and portfolio to recruitment@spilgames.com ☐

No recruitment agencies please. ☐

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