

Joboffer dated from 07/08/2019

Senior Concept Artist (f/m/d)

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|---------------------|-----------------------------|
| 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 |
| E-mail: | contact-hr@yager.de |



Job description

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We are looking for a talented and experienced Concept Artist to come join our team and develop amazing games with us.

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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 interdisciplinary teams
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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

- 5+ 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 and art history
- Storyboard and thumb nail drawing skills
- Ability to learn new software and techniques
- Basic knowledge of 3d creation packages (3dsmax, Maya, Modo) and ability to prepare basic mock-ups using 3d geometry
- Ability to range across numerous genres and to adhere to creative direction
- Ability to take and apply direction and work well in a team environment
- 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
- Texturing skills
- Additional skills such as modeling, lighting, or FX are beneficial

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Employment details

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

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Benefits

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We support you all the way

Relocation bonus and ongoing support and assistance

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Occupational pension scheme



We care about your well-being

Flexible working hours

Fresh fruit and vegetables every day

Hot and cold beverages of your choice

In-house massage



We encourage continuous learning

Extensive games/books library

Dedicated Talent Development Manager

Participation at various game conferences



We know how to have fun

A variety of exciting Team Events

Summer and Christmas Party

Beer and soft drinks for Friday meetings



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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