

Joboffer dated from 01/09/2020

## Concept Artist (m/f/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	20459 Hamburg
Country:	Germany

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## Company data

Company:	<b>Deep Silver FISHLABS</b>
Street adress:	Ludwig-Erhard-Str. 1
Zip Code / Place:	20459 Hamburg



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## Contact Person

Name:	Lena Behring
Position:	HR Manager
Street adress:	Ludwig-Erhard-Str. 1
Zip Code / Place:	20459 Hamburg

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## Job description

### Deep Silver FISHLABS

For more than 15 years Deep Silver FISHLABS has been creating compelling games that have been brought to life on millions of screens across the globe. We joined the Deep Silver / Koch Media family in late 2013 and, since then, we have continuously raised the quality bar. Today, we are one of three internal development studios run by our parent company, alongside Deep Silver Volition in the US and Deep Silver Dambuster Studio in the UK.

We specialize in high-end 3D games for consoles and PC. With a strong development history and award-winning portfolio of mobile games; such as blockbuster space-action shooter

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Galaxy on Fire: Manticore and the tactical zombie brawler Dead Island: Survivors; we are currently developing thrilling titles for the PS4, Xbox One, PC and Nintendo Switch.

### **Mission Briefing**

- Unleash your imagination, get inspired by blockbuster movies and add an epic and visceral mood to your concept art.
- As a Science Fiction connoisseur, it will be easy for you to design space stations, vehicles, interiors, weapons, characters and so on.
- See your work come to life in the Unreal Engine on Playstation4.

### **Your Skillset**

- Minimum 3+ years of experience as a concept artist in the games industry
- Able to create rough sketches and detailed concept renderings
- Science Fiction enthusiast (has to be confident about the corresponding media canon)
- Basic 3D knowledge (required for blockouts)
- Comfortable with a realistic style and iterative approach
- Ability to provide and accept feedback and adapt to change
- A lot of creativity

### **Portfolio Requirements**

Please provide a detailed breakdown of your work and clarify what you are responsible for. Only digital applications will be accepted such as a website, blog or online album. Physical media will not be accepted. An art test might be required.

What we are looking for: Sci-Fi, Environments, Moods, Sketches, Photobashing, 3D Blockouts, Vehicles/Props, Characters, Weapons

### **Mission Support**

We are just as passionate about our games as we are about their creators (Could that be you?!). Your job comes with personal responsibility, freedom and short decision-making routes. And most importantly - A motivated, international team full of fellow gamers.

The studio is located in a bright, modern office, right in the center of Hamburg. With a selection of benefits for all our staff: Including discounted gym membership, fresh fruit and a variety of free drinks. A healthy work-life balance is important to you? For us too! That's why we are also awarded as a family-friendly workplace. Coming from abroad? No problem! We also offer relocation packages.

Sounds good? Take a look here: [www.dsfishlabs.com](http://www.dsfishlabs.com)

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Did we spark your interest? We are looking forward to your application. Simply click here and apply with just one click by linking your LinkedIn Profile or uploading your CV.

If you have any further documents which you think might be worth sharing to underline your background and talents, we are happy to receive them as well. If you have questions regarding the application just drop us an e-mail at [jobs@dsfishlabs.com](mailto:jobs@dsfishlabs.com). An application via our online tool is preferred.



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Quinke Networks GmbH  
Bei den Mühren 70  
20457 Hamburg / Germany