

Joboffer dated from 04/05/2022

## 2D/UI Artist (m/f/d) Realmforge Studios

Field: Art / Layout / Illustration  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 81739 München  
Country: Germany

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### Company data

Company: **Kalypso Media Group GmbH**  
Street address: Wilhelm-Leuschner-Straße 11-13  
Zip Code / Place: 67547 Worms



### Contact Person

Name: Nicole Göhrig  
Position: HR Managerin  
Street address: Wilhelm-Leuschner-Straße 11-13  
Zip Code / Place: 67547 Worms

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### Job description

**Realmforge Studios** was founded in 2008 in Munich as part of the Kalypso Media family. We are forging video games for PC and console and are currently working on the further development of the '**Dungeons**' series, and '**Tropico 6**'.

As a member of our dev team, you will work closely with all departments within the studio to significantly shape the future of our projects.

We are looking for reinforcement for our team in Munich **2D/UI ARTIST (m/f/d)**.

#### **We offer:**

- Working Where Games live!
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A lively, creative and open atmosphere in a growing company

- Exciting tasks, freedom to develop your own ideas and initiatives as well as short decision-making processes
- Responsible work in a constantly evolving industry
- Play Games, Love Games, Live Games: A team that has fun together and stands up for each other.
- Vitamins, caffeine & ice cream included: Fresh fruit, mineral water, very essential for survival ice cream and, of course, coffee are freely available.
- Regular board game nights in the office
- Sustainability: our office has a good connection to public transport and we offer bicycle leasing via Jobrad and subsidize tickets for public transport.
- Alternatives for car drivers: travel allowance or parking space
- Fast food or healthy? Our central location offers a wide range of food options for your lunch break- and we pay part of the costs!
- Preparing for the future: you can continue an existing company pension scheme or apply for a new one by converting your salary.
- Attractive employee discounts and company events round off the package with additional content.

#### **Your profil:**

- You already have experience as a UI/UX designer, graphic designer or concept artist
- You possess very good drawing skills
- You have a very good understanding of layout, shapes, colours and typography
- You have an eye for style and detail
- You are flexible and can switch between different styles
- You can process and give constructive feedback
- You work reliably and independently
- You enjoy stylized graphics and like to develop and share crazy ideas
- You are fluent in spoken and written German and/or English

#### **Bonus:**

- Experience in 2D animation
- Practical experience in implementing interfaces in the Unity Engine
- Experience with Unreal Engine
- Experience with Adobe XD, Adobe Illustrator and/or Adobe After Effects

#### **Your tasks:**

- designing and creating interfaces, 2D graphics and icons
- working closely with the art director, game design and coding to create high quality graphics and interfaces that clearly communicate the look and style of the game
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- designing various other 2D graphics and illustrations
- creating and preparing marketing material

□

**Interested ?**

Then we are looking forward to receiving your meaningful application with cover letter, resume and references.

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