

Joboffer dated from 03/26/2023

Lead Artist (f/m/d)

Field: Art / Layout / Illustration
Type of employment: Full-time
Entry date: 10/01/2021
Zip Code / Place: 97232 Giebelstadt
Country: Germany

Company data

Company: **www.handy-games.com GmbH**
Street address: i_Park Klingholz 13
Zip Code / Place: 97232 Giebelstadt



Contact Person

Name: Nicole Murrmann
Position: HR
Street address: i_Park Klingholz 13
Zip Code / Place: 97232 Giebelstadt
E-mail: nicole.murrmann@handy-games.com



Job description

HandyGames™ is part of the **THQ Nordic and Embracer Group family** and operates as an international publisher for small and mid-sized projects and developers for a worldwide audience.

Are you looking for a challenging job in the games industry and an attractive work environment? Do you want to use your creativity and artistic talent to create games that are played by people all over the world? Then contribute to the success of HandyGames™ and take the chance to work for one of the most successful German game developers and publishers! We are looking for a **Lead Artist (f/m/d)** for our headquarters in Giebelstadt.

You will guide the skilled members of our art team, and support them with your coaching and

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feedback.

You will work closely with producers, department leads, and the team to bring our game ideas to life.

You will implement necessary processes to ensure that assets are created to the desired quality and within the given timeframe.

As part of the game project, you will be working primarily with the following programs:

- Adobe Photoshop
- Blender
- Unity 2D/3D

Your creative input and expertise will help us take the Townsmen brand to the next level.

What we are looking for:

- You have at least 5 years of industry experience in game development.
- You bring a strong sense of lighting, atmosphere, form, anatomy, composition and color theory, as well as experience creating characters and animations.
- You can specify different 2D and 3D styles with ease.
- You have a good understanding of flow, usability, and creating UI elements.
- You know common industry-standard 3D tools like Maya, 3DS Max or Blender and the game engine Unity 2D/3D.
- You demonstrate high self-motivation, a sense of responsibility and a proactive way of working and you have good organizational and communication skills.
- You are skilled in constructive conflict management.
- You are fluent in German and English, both written and spoken.

What we offer you:

- 40 hours per week thanks to Scrum
- Flexible working hours
- 30 days of paid vacation
- A short and quick decision-making process due to flat hierarchies
- The opportunity to work with a team of experienced professional
- Modern workplaces with state-of-the-art technology
- Further training opportunities
- Amazing colleagues
- Company apartment upon request

We process your personal data in accordance with our Privacy Policy for Applicants <https://www.handy-games.com/en/privacy-policy-jobs/>

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