

Joboffer dated from 11/26/2025

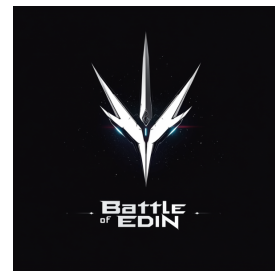
## 2D Game Artist

Field: Art / Layout / Illustration  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 22049 Hamburg  
Country: Germany

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## Company data

Company: **Edin Games**  
Street adress: Lesserstr 67  
Zip Code / Place: 22049 Hamburg



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## Contact Person

Name: Franjo Diestel  
Position:  
Street adress: Lesserstr 67  
Zip Code / Place: 22049 Hamburg  
E-mail: battleofedin@gmail.com

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## Job description

We are developing Battle of Edin, a new real-time strategy game with stylized 2.5D visuals inspired by titles like Clash of Clans and Clash Royale.

### Your Responsibilities:

- Create high-quality 2D units, buildings, icons, and environment assets in a Clash-of-Clans-style.
- Produce sprite sheets, isometric unit animations, and VFX elements.
- Collaborate closely with our game designers and developers to bring our world to life.
- Work within a unified art style and help define the visual identity of Battle of Edin.

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**Requirements:**

- Strong portfolio showing stylized 2D art (cartoon, mobile, Clash-style).
- Experience with isometric sprites, character animation, and game-ready assets.
- Proficient in Photoshop, Procreate, Krita, or similar tools.
- Good communication skills and ability to work on a small, focused team.

**Nice to Have:**

- Experience with Spine, DragonBones, or other 2D animation tools.
- Experience working on mobile strategy games.

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**Location:** Remote or On-site (Germany)

**Employment Type:** Full-time

**How to Apply:**

Please send your portfolio + CV to: [battleofedin@gmail.com](mailto:battleofedin@gmail.com)

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