

Game Artist

We have currently open positions for a Game Artist with 2D/3D expertise who shares passion to create graphics for next generation video slots.

Together with our veteran team you will be creating the final graphic elements for our games as well as being an important part of the concept process.

We are looking for a driven, self-motivated artist who also want to be involved from the start in our build-up phase of the company.

Responsibility:

- Give feedback and improvements on art styles, animations and concepts
- Create and collect Marketing images, Symbols, Stunning Covers and User Interfaces
- Create final graphic elements and concept art
- Collaborate closely with our artists and founders
- Design rough concept art, 3d renders and storyboards for our next awesome games

Qualifications and Skills:

- At least 1-2 years experience from working with casino games
- Have a creative eye for details with much imagination
- Art portfolio must demonstrate extensive experience of different art styles and you should be sensitive to feedback.
- Be able to create concepts or draw to final style
- Knowledge of color, shapes, modelling, lighting, animation and optimization techniques
- Strong skills in 2D art and rough storyboarding
- Able to maintain internal deadlines and work together individually
- Be able to understand the whole game process from concept stage, testing to release
- Adobe Photoshop, Adobe After Effects or Spriter is a plus
- Any 3D Suite is a plus

You get:

- Fantastic opportunity and benefits to be a part of our new upcoming studio
- Work in a small studio where creativity and quality is highly valued
- Opportunity for strong development and team community

Want to be part of our great team? Apply now

jobs@fantasmagames.com