Lead Character Artist

Description

As the Lead Character Artist at Mob, it will be your responsibility to lead a team of character artists and oversee the creation of high-quality character assets, ensuring they meet our artistic vision and technical requirements. You will collaborate closely with the Art Director and game team, to develop character concepts, create models, textures, and optimize assets for performance. Additionally, mentoring and providing guidance to the character art team, reviewing their work, and helping them grow professionally. Primary Job Duties Managing, developing and inspiring the character art team. This includes career growth, project scoping, tasks tracking and assignments, and artistic feedback with reviews. Excellent communication skills with the ability to effectively coordinate with producers, programmers, designers, as well as other art disciplines. Setting up, maintaining and documenting character production pipelines with strong organizational, supervisory and mentoring skills. Utilizes and maintains proficient knowledge of required proprietary art production tools. Understanding the scope of work and learning new tactics to better streamline workflows. Excellent High and Low poly modeling skills, as well as demonstrable skill with texture and shader creation within a PBR pipeline. Expert within the game character workflow. Utilize new or enhanced art development tools and techniques. Collaborate with appropriate teams to provide rigged character models, ensuring they are ready for seamless animation integration within the game engine. Oversee and maintain high visual quality for all character models. Collaborate with character artists on character development and take those assets all the way to completion. Work with the Art Director and Character team to define benchmarks and develop high quality assets. Maintain compliance with company processes and procedures in accordance with established guidelines. Work under set deadlines. Perform additional tasks as required. Education and Experience Bachelor's Degree in Art or related field preferred; or equivalent education and experience. 3+ years of team management experience 2+ years of modeling experience in an industry standard software, preferably Maya. 1+ years of experience working with Substance Suite. 6+ years in game development or a related industry with intimate knowledge of game development, with 2 shipped titles and 1 shipped title as a Lead Character Artist Knowledge and understanding of game development pipelines and game engines (e.g., Unreal, Unity or a proprietary engine) #LI-RemotePlease mention the word **SEASONED** and tag RMTE1LjIzOS45MS41OQ== when applying to show you read the job post completely (#RMTE1LjIzOS45MS41OQ==). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com

Hiring organization

Mob Entertainment

Job Location

St. Louis, Missouri, United States

Base Salary

$ 70000 - $ 90000

Date posted

April 25, 2024

Apply Now