2D Artist

Description

Epic Quest SummaryWe are seeking a talented and versatile 2D Artist to join our team working on an exciting Massively Multiplayer Online (MMO) title. As a 2D Artist, you will be responsible for creating 2D assets such as illustrations, UI elements, and promotional materials that contribute to the overall visual style and narrative of the game. This role requires a strong foundation in traditional and digital art techniques, as well as a keen eye for detail and compositionWho we are Game7 is a community formed to accelerate the adoption of Web3 gaming through crowdsourcing, to create public goods that can be owned by many. Itâ[?][?]s a home for those who want to influence, shape, and build a better gaming industry, where the interests of players and developers are aligned.We are building a gaming nation, one that represents over 3 billion players and $200 billion in annual economic activity.Our nation is governed by meritocracy, a system where a citizenâ[?][?]s contributions, not capital, grant them status, rewards and influence. Itâ[?][?]s this philosophy that will create a more equitable and sustainable gaming future.As part of this, we are building targeted games, products and offerings that specifically address the challenges that the industry desperately needs solutions for.What you'll help us build Concept Art: Create concept art and visual designs that establish the game's visual style, mood, and atmosphere. Develop character designs, environment concepts, and mood boards to guide the art direction and production pipeline. Illustration: Produce high-quality 2D illustrations and artwork for promotional materials, marketing campaigns, and in-game assets. Capture key moments, characters, and locations from the game world in a compelling and visually engaging manner. UI Design: Design user interfaces (UI) and user experience (UX) elements that enhance the player's interaction with the game. Create icons, buttons, menus, and HUD elements that are intuitive, visually appealing, and consistent with the game's art style and branding. Texture Art: Create 2D textures and patterns for use in 3D models, environments, and UI elements. Apply textures to surfaces, objects, and characters to add depth, detail, and visual interest to the game world. Storyboarding: Develop storyboards and visual sequences to illustrate narrative moments, cutscenes, and gameplay events. Communicate gameplay mechanics, character interactions, and cinematic sequences through visual storytelling techniques. Collaboration: Collaborate closely with other artists, designers, and writers to ensure consistency and cohesion across all visual elements of the game. Iterate on designs based on feedback from team members and stakeholders. If you think you have valuable experience to bring to the organization, but donâ[?][?]t necessarily meet all of the criteria for the role, we still want to hear from you. We consider all applications. Your craft Bachelorâ[?][?]s degree in Computer Science, Human-Computer Interaction, Game Design, or a related field. Masterâ[?][?]s degree preferred. Proven experience as a UX Programmer or UI/UX Designer in the video game industry, with at least 2-3 years of experience working on AAA titles or MMOs. Strong proficiency in programming languages such as C++, C#, or JavaScript, as well as experience with game engines such as Unity or Unreal Engine. Solid understanding of user-centered design principles, interaction design, and information architecture. Experience with UI design tools such as Adobe Photoshop, Illustrator, Sketch, or Figma. Familiarity with user research methodologies, including usability testing, surveys, and analytics tools. Passion for gaming and a deep understanding of player behavior, preferences, and trends. Excellent communication and collaboration skills, with the ability to work effectively in a team environment. Ability to multitask, prioritize tasks, and adapt to changing project requirements and deadlines. Please mention the word **ANGEL** and tag RMzQuMjI0LjI3LjEzMg== when applying to show you read the job post completely (#RMzQuMjI0LjI3LjEzMg==). This is a beta feature to

Hiring organization
Windranger Labs

Job Location
Remote – EMEA

Base Salary
$ 72500 - $ 105000

Date posted
May 3, 2024

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