

Environment Concept Artist

Description

ABOUT US Mountaintop is a new game studio creating multiplayer games for teams that crave a challenge. Weâ€™re an independent, remote-first studio primarily located in the US. Weâ€™re creating the types of games that bring people together â€” and keep them together for â€” just one more round.â€” The types of games that inspired us as kids. The games that become our hobbies, and sometimes our obsessions. Games are a reflection of the teams that make them. So to make the best games, weâ€™re building a studio that puts the team first â€” one that's collaborative, anti-crunch, diverse, and inclusive. Weâ€™d love for you to join us.

THE ROLE Weâ€™re looking for a contract Environment Concept Artist whoâ€™s passionate about building extraordinary new experiences that inspire others. This role will collaborate closely with our Concept Art team, Art Director, Environment Artists & Level Designers to create visually striking and stylized environments for our upcoming tactical shooter.

YOUâ€™LL BE RESPONSIBLE FOR

- Producing Key Art to set the style, tone, and visual target for our maps
- aesthetic Supporting our Environment Artists by creating Area Concepts to showcase architecture, flow, set dressing via sketches/line work
- Create material studies and anime-inspired matte paintings
- Collaborating with level designers to design environments thoughtfully with an eye toward fun, balance, and competitive play
- Working with production to build and maintain a reliable schedule
- Contributing to a team culture that prides itself on excellence, innovation, trust, and respect

ABOUT YOU

- Strong portfolio of environmental concept art for games
- 3+ years of related industry experience
- You have examples of concepts for environments, both fully rendered key art and looser sketches and linework, with a keen eye for details and quality.
- Expert-level knowledge of environment concept design and foundational principles, including composition, perspective, scale & proportion.
- You have examples showcasing proficiency in visual environmental storytelling and the ability to create believable and thoughtful worlds.
- Strong understanding of color theory.
- Ability to adapt to new styles and interest/passion for realistic anime-inspired work
- You love being part of the ideation process by helping to visualize the teamâ€™s ideas and by contributing your own
- Team player with excellent interpersonal and communication skills.
- Proactive, Passion for games, ideally competitive shooters, and understanding of player needs and desires.

PLUSES (Bonus)

- A passion for creating amazing original and anime inspired concepts (Bonus)
- 1+ shipped AAA titles as a concept artist (Bonus)
- Experience working on environment concept for FPS games (Bonus)
- Strong examples of stylized concept work

\$120,000 – \$135,000 a year

The estimated salary range for this role is \$120,000 – \$135,000 a year. Individual salary packages are determined based on location, level, relevant education, training, qualifications, and/ or experience.

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Hiring organization

Mountaintop Studios, Inc.

Job Location

Remote, OR

Base Salary

\$ 95000 - \$ 125000

Date posted

May 29, 2024

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Contacts

Job listing via RemoteOK.com