

Lead Character Artist

Description

Job Title: Lead Character ArtistSummary: Responsible for leading and inspiring a team of Character Artists to deliver exceptional quality character content to the high visual standard and project style as defined by the Art Director. Manages up to 4 direct reports, ensuring their creative output meets director goals and project timelines, while maintaining quality standards and well-being. Manages offsite contractors and vendors to ensure project deadlines are upheld to the appropriate standard. Essential Duties and Responsibilities include the following: Manages a small team of direct reports (typically no more than 4 artists), which includes regular 1 on 1s, constructing performance reviews, goals, and managing their career growth and well-being.Collaborates with the Art Director to establish the visual style and quality bar, ensuring alignment with the overall tone and vision of the assigned project.Communicates the visual design and development of characters through art specifications, style guides, and reference material while ensuring quality is maintained.Collaborates with the Character Art Manager and Project Management to develop and maintain an asset schedule that aligns with overall production timelines.Evaluates the Character Art team's Jira queues in consultation with Project Managers.Identifies assets for External Development and reviews and approves ExDev asset briefs and final products.Collaborates with Design, Animation and Visual Effects departments to meet the highest visual quality and gameplay standards.Contributes with direct asset creation as needed, demonstrating hands-on leadership and technical proficiency.Implements new production methods to improve the performance and efficiency of the Character Art team.Maintains a strong understanding of the needs of Rigging, Animation, and Design to ensure assets are passed cleanly through the pipeline.Represents the project Character Art team in appropriate inter and intra-department meetings.Stays informed of all project-specific updates and can answer any necessary questions from Character Artists.Continuously explores and introduces the latest advancements in asset creation technology, fostering a culture of innovation and learning within the team.Ensures a professional and respectful work environment by addressing concerns swiftly and fostering a culture of respect and safety.Other duties may be assigned.Supervisory Responsibilities: Carries out supervisory responsibilities in accordance with the organization's policies and applicable laws. Responsibilities include maintaining 1 to 4 direct reports, interviewing, hiring, and training employees; planning, assigning, and directing work; appraising performance; rewarding and disciplining employees; addressing complaints and resolving problems.Qualifications: To perform this job successfully, an individual must be able to perform each essential duty satisfactorily. The requirements listed below are representative of the knowledge, skill, and/or ability required. Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions. Computer Skills: Strong knowledge of Painter, Photoshop, Maya, 3D Studio Max, Mudbox, and ZBrush (or equivalent). Advanced understanding of generating normal maps from high poly models. Understanding of complex node-based shader networks such as those used in Unreal Editor, Designer, etc. Basic understanding of GgFX, HLSL, or Cg from a technical artist's perspective. Experience with Perforce or other source control software. Experience with project management software such as Jira and ShotGrid (preferred).Please mention the word **LOVELY** and tag RNDQuMjMzLjExNi41Nw== when applying to show you read the job post completely (#RNDQuMjMzLjExNi41Nw==). 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.

Hiring organization

Insomniac Games

Job Location

United States, Remote

Base Salary

\$ 95000 - \$ 125000

Date posted

June 14, 2024

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Contacts

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