|  |  |
| --- | --- |
| Job title: Game Artist - In House Studios | Location: UK |
| Function: *Artist, Gaming Content* Reports to: *Head of Art* | No. of direct reports: *0*No. of non-direct reports:  |
| Purpose of role |
| We’re Entain. Our vision is to be the world leader in sports betting and gaming entertainment by creating the most exciting and trusted experience for our customers, revolutionising the gambling space as we go. We're home to a global family of more than 25 well-known brands, and with a focus on sustainability and growth, we will transform our sector for our players, for ourselves and for the good of entertainment.As a Games Artist within one of our best-in-class Game Studios, you're set to embark on an exciting journey in the world of casino gaming. Crafting captivating artwork and animations, your role is pivotal in bringing game concepts to life. Guided by the Head of Art, you'll be asked to develop exciting graphical themes, ensuring our products stand out as innovative and thrilling experiences for players across various gaming types and styles.Collaboration is key. Working closely with the Head of Art & Games Producer, you'll engage in the iterative design process, refining until each project meets the highest standards. Beyond design, your role extends to producing essential art artifacts for production teams, seamlessly integrating within the broader product team to deliver a compelling content portfolio in the dynamic landscape of casino gaming. This isn't just a job; it's an opportunity to make a lasting impact within one of the largest content distributors in the industry, shaping the vibrant world of casino gaming. |
| Key responsibilities |
| * Create high-quality designs and artwork for the product pipeline, contributing both individually and collaboratively across various projects
* Interpret and execute the design requirements provided by the Head of Art & Games Producer, assuming responsibility for the art elements you produce
* Employ a diverse range of design tools to attain the desired project standard, emphasising quality, visual coherence, and an optimal user experience.
* Generate and design art & graphic assets for games, features, UI, and game mechanics to align with the design brief's requirements.
* Work closely with development teams throughout production, addressing graphical issues raised during development and testing phases.
* Demonstrate flexibility in the art design process, adapting to evolving workflows and maintaining a commitment to transparency.
* Produce and deliver relevant game art assets for the marketing teams as per project requirements.
* Contribute actively to game design, process improvement, and game feedback meetings, as well as design forums.
* Assist team members during their absence to ensure project deadlines are met, showcasing a collaborative and adaptable approach.
* Maintain an accessible repository of artwork for the team, ensuring easy access and editing by other team members as needed.
* Upload artwork and animatics to game specification documents as required, facilitating comprehensive project documentation.
* Conduct competitor analysis to draw inspiration and contribute to game ideation.
* Research new design tools for viability and usefulness, staying updated on best practices and industry trends
 |
| Specialist skills and experience |
| **Essential:*** 3+ years of experience working In the gaming Industry
* Experience in computer-generated art, including proficiency in several of the following areas: fundamentals of composition, form, colour, light and shading, and graphics content optimisation.
* Strong illustration skills (demonstrated in portfolio)
* Intermediate level in Adobe creative packages (emphasis on Photoshop and Illustrator)
* Knowledge of Esoteric Spine for gaming animation
* Intermediate level or better in Adobe After Effects
* Experience in digital art, including proficiency in several of the following areas: concepting and production artwork for environments, characters, typography and UI, lighting and shading, high-quality asset rendering and optimisation
* Experience of working with Games Development Teams or similar creative project deliveries
* Strong digital portfolio of work that demonstrates a keen eye for artistic direction, imagination and storytelling
* Interest and knowledge In video games and gaming culture
* Strong accuracy and pixel-perfect attention to detail
* Good written and verbal communication skills

**Desired:*** Skills In storybording sequences
* Aptitude for animation sequences and particle effects
* Working knowledge of 3D software
 |
| Competencies / behaviours |
| * Honesty and integrity
* Ability to take constructive criticism and expectation to work iteratively
* Strong attention to detail
* Good organisation skills
* Ability to work independently and as a member of a team
* Driven to improve and succeed
 |