



Concept Artist

Toronto - Full-time - 744000062902423

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The incumbent will lay the groundwork for the artistic team to create characters and environments that will engaged the players.

They will provide the artwork that will serve as references and guide the visual styling throughout production as all artists work towards a common goal.

The main and routine tasks of this position are to:

- Collaborate with the Art Director to develop the overall vision of a game (set the tone and ambiance, pitch locations, key moments, emotional contrasts, etc.);
- Produce black and white sketches and quick iterations (digital or paper);
- Create concepts of characters or environments from existing references or from scratch;
- Propose concepts to artistic team and discuss possibilities;
- Adapt your artwork based on feedback;
- Find balance between artistic aspects and technical constraints;
- Refine your concept art to illustration by adding layers of detail;
- Carry out all other related tasks.

Training:

A college diploma in Fine Arts or equivalent.

Experience:

At least 5 years of experience in concept art in the video game industry.

Skills and knowledge:

- Knowledge of digital painting and 3D software:3DsMax, Adobe Suite, Adobe Illustrator;
- Understanding of art fundamentals: lighting, composition, architecture, anatomy, etc.;
- Attention to detail;
- Excellent communication and presentation skills (you can share your ideas and explain your creative process);
- A collaborative spirit;
- A whole lot of creativity and curiosity.