ATTRAKTION!
next generation entertaining experiences

2D DESIGNERS

Activities : Creating both characters and environment/props in line with the art direction.
Contract : Full Time
Date : Asap
Location : Schottenfeldgasse 23/Top 6, 1070 Vienna
Salary : Salary and package to be agreed based on qualifications and experience
Contact : job@attraktionstudios.com

ABOUT US

Attraktion! is a specialized group of companies which blends a unique combination of advanced skills in order to create exceptional experience products for the Entertainment and Leisure Market.

ROLE DESCRIPTION

We are looking for a talented and highly motivated mid-senior 2D Artist with strong illustration, digital painting, and conceptual skills to join the team. As a mid-senior 2D artist, he/she should possesses a sharp eye for design, color, composition, and have good CG knowledge to help in creating the production work, including both characters and environments.

RESPONSIBILITIES

- Designing and integrating optimized 2D assets (textures, props, environments, characters, interfaces, FX, etc.) in line with the artistic direction.
- Create concept art and 2D production art.
- Communicate with the Art Director to ensure efficient and accurate implementation of designs
- Work within production deadlines as scheduled by the production team.

QUALIFICATION & SKILLS

- 3-5 years as a concept artist, preferably within a production/gaming studio.
- Proficiency of Adobe Photoshop required.
- Capable of working independently and as part of a team. High level of flexibility, collaboration, and confidentiality.
- Strong attention to detail, time management, communication, and follow up/follow through skills required.
- Ability to work efficiently within a high-pressure environment while meeting strict deadlines.
- Excellent understanding of traditional art principles including: composition, scale, perspective, rendering, color and form.
- Ability to pick up new technical skills and concepts quickly.
- Ability to match various existing art styles and strongly differentiate between styles.
- English speaker.

NICE TO HAVE
- Basic Maya experience (or comparable 3d package).
- Knowledge of 3D concept art/sculpting techniques
- Understanding of Substance Painter