



## Sr. Character Artist

We are Velan Studios, an independent game developer with a passion for the unconventional and we're looking for forward-thinking, passionate artists to add to our team. If you're an experienced 3D Character Artist, full of curiosity and drive in the pursuit of crafting fantastic, eye-catching visuals, we would love to hear from you!

The responsibilities of this role include, but are not limited to:

- Work with the Art Director to develop and maintain a pipeline tailored for our Character Art team.
- Be proactive in problem-solving, brainstorming throughout project production cycles, and representing the Character Art team in appropriate meetings.
- Must be willing to help the Art Director in mentoring and guiding artists at all levels.
- Model, texture, and create high-resolution 3D sculpts of characters, creatures, and other game objects.
- Collaborate with the Art Director, Game Designers, and Programmers, to ensure art assets are high-quality, support the artistic direction of our projects, and are fully optimized for target platforms.
- Engage in R&D efforts on new techniques to implement into our production pipeline.
- Receive feedback and modify work based on direction.
- Skin characters to existing skeletal rigs.

Qualifications:

- 5+ years of industry experience as a Character Artist, or other relevant experience.
- Preferably 2+ years as a lead.
- Expertise in concepting, modeling, and texturing characters.
- Ability to create high-quality characters based on existing concept art.
- Experience with modern art principles and techniques such as lighting, composition, color theory, and staging.
- An understanding of anatomy and character proportion.
- Expert in ZBrush, 3D Studio Max, Maya, Adobe Photoshop, Allegorithmic's Substance and/or other game production tools.
- Experience working in modern AAA game engines.
- Strong communication and organizational skills.
- Self-direction, passion, and creativity in your work.
- A receptiveness to feedback and an ability to modify or further explore work based on direction.

We value a diverse development team at Velan Studios. We encourage you to apply even if you are not certain of your qualification for this role.

To apply for this position, send your send resume, portfolio, and cover letter to [jobs@velanstudios.com](mailto:jobs@velanstudios.com). Be sure to reference "Character Artist" in the subject line. In your portfolio, please include a variety of examples of your work, with both high- and low-poly samples. Examples from personal projects a plus!