



## Lead Artist

We are Velan Studios, an independent game developer focused on creating ground-breaking innovative game experiences across existing and emerging platforms. Velan Studios' team members have created, developed, and contributed to some of the most impactful and innovative game franchises of the last 20 years, including *Skylanders*, *Destiny*, *Uncharted*, *Rock Band*, *Tony Hawk*, *Mario Maker*, *Team Fortress 2*, *Donkey Kong Country*, and *Guitar Hero*.

At Velan, we believe in maintaining a collaborative, diverse, and creative team environment and we're looking for new team members who have a desire to help grow our studio.

### About the Role:

The ideal candidate is an experienced and passionate visual artist who can help shape and lead the creation of an artistic direction with an innovative team of developers as they build the next great game experiences of the future.

The ideal candidate is also a versatile game artist with up-to-date hands-on asset creation experience and the leadership qualities to mentor, direct and collaborate with veteran artists and game developers.

In this role, the Lead Artist will work in a small team with gameplay programmers, designers, artists and animators to create eye-opening, visually-captivating experiences. This role collaborates closely with the Art Director and other Studio Creative Leaders to define the look and feel of early-stage prototypes and experiment with different visual styles.

Working as part of a small core team of veteran developers on innovative new prototypes requires versatility and highly developed skills. As the project moves from early stages to production, the Lead Artist will help expand, direct and lead the art team that executes on the project.

### Qualifications:

- 5+ years of game industry experience on console, mobile, handheld and/or PC platforms.
- Solid fundamentals: Composition, Light & Color, Perspective etc.
- Expert in 3D Studio Max or Maya, Adobe Creative Suite, ZBrush, Substance, etc.
- Knowledge & experience in modern lighting techniques (baked GI, deferred)
- Experience working in Unreal, Unity or other AAA engines
- Prior Lead or Sub-Lead experience on mid-sized or large console/PC/Handheld/VR or AR development projects.

**Big Plusses:**

- Experience with Algorithmic Substance, ShaderForge or similar
- Experience with physically-based rendering
- Modeling, texturing, character, environment, concept or illustration expertise
- Experience with Z-Brush sculpts & in-game high poly model – and texture sets including diffuse/albedo, spec, gloss, normal maps and lighting.

**Supervisory Responsibilities:**

Supervises art staff, vendors and contractors.

To apply for this position, send your send resume to [jobs@velanstudios.com](mailto:jobs@velanstudios.com). Be sure to reference the position you're applying for in the subject line.

**About Velan Studios:**

*Velan Studios' mission is to create ground-breaking game experiences centered on new forms of play across both existing and emerging platforms. Velan Studios is an independent studio comprised of a diverse team of seasoned developers who have worked at various AAA studios like Vicarious Visions, Naughty Dog, Harmonix, Nintendo, Guerilla Games, Avalanche Studios, Retro Studios and more. Velan Studios is based in Troy, NY.*

*In March of 2019, Electronic Arts announced that EA Partners will publish Velan's first original IP for consoles, PC and mobile platforms.*