



GRADUATE - 2D/CONCEPT ARTIST

LOCATION: Level 2/44 Pirie Street, Adelaide, 5000
SALARY: \$50,000

JOB SUMMARY: To complete the general requirements of the Mighty Kingdom Graduate Program.
As a 2D Artist, you will create a wide range of compelling character experiences with tight controls, and are responsible for generating a portfolio of images to clarify a Product Manager's artistic vision.

RESPONSIBILITIES:

- Attending core presentations as scheduled by team members and mentors.
- Completing all tasks set out by program mentors.
- Attending all assessment/1on1 meetings as scheduled by your mentors or production team.
- With a brief from the Product Manager, sketching ideas for the game worlds, characters, objects, vehicles, furniture, clothing, etc.
- Suggesting level designs, colour schemes, and the mood and feel of the game.
- Generating concept art, model sheets and polished illustrations - Matte painting and storyboard experience are a plus.
- Working with 3D artists, riggers and animators to realise their concepts and help create assets for animation.
- Expressing considerable knowledge of lighting, perspective, materials and visual effects.

**SOFTWARE TO
KNOW:**

- Photoshop
- Illustrator
- Unity Game Engine (some knowledge a bonus)





**LEARNING
OUTCOMES:**

- Experience designing for mobile games or applications.
- Proficient in wireframing and prototyping software.
- Strong interpersonal and team skills.
- Ability to adapt and manage shifting priorities as projects evolve.
- Body of work showcasing your process, iterations, and final product.
- Ability to work collaboratively in a team environment.
- Familiarity with video games and mobile apps.
- Familiarity with the agile process.



ADDITIONAL SKILLS: *Working on your own*

- Thinking Creatively - Developing, designing, or creating new applications, ideas, relationships, systems, or products, including artistic contributions.
- Updating and Using Relevant Knowledge - Keeping up-to-date technically and applying new knowledge to your job. Be prepared to research, your market, other games, ways to do things, economies, etc.
- Making Informed Decisions and Solving Problems - Analysing information and evaluating results to choose the best solution and solve problems.
- Getting Information - Clearly interpreting direction from multiple sources and observing how information is disseminated within the team. Receiving and deciphering feedback in a constructive manner and being willing to ask questions when policy or procedure is not understood.
- Organising, Planning, and Prioritising Work - Developing specific goals and plans to prioritise, organise, and accomplish your highest standard of work.
- Demonstrate enthusiasm and drive when performing job functions, while remaining flexible in undertaking other activities and responsibilities that may arise. Be a self-starter who takes the initiative and seeks out tasks.

Working in a team

- Developing and Building Teams - Encouraging and building mutual trust, respect, and cooperation among team members. Developing and maintaining constructive and cooperative working relationships with others.
- Understand your core skills and your secondary skills - lean on others to fill in the gaps in your skill set try to grow your core skills and add more secondary skills.
- Coaching and Developing Others - Identifying the developmental needs of others and coaching, mentoring, or otherwise helping others to improve their knowledge or skills.
- Collaboration - seeking out opportunities to contribute to the team by exploring ideas with the team to get buy-in and get better outcomes.
- Be ready to work on anything and be prepared to be versatile.

Working with third party providers, clients & understanding your players

- Be ready to listen to your players and use that information to guide your decisions
- Be keen to talk to partners about product - clear, succinct, open-minded, friendly, and always accountable and honest.
- Commercial mindset - Focus on the customer and try to make informed choices on their behalf.

