GRADUATE – TECHNICAL ART

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 Graduate Technical Artist you will provide a key support role in the optimization and debugging of the content creation pipeline, as well as providing support in 2D and 3D asset rigging.

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.
- Helping to integrate source art, animation, and assets into the game.
- Supporting the art and animation team by writing scripts and tools to improve the content creation pipeline.
- Thoroughly diagnosing art optimisation issues.
- Be liaison for the engineering team on behalf of the artists in troubleshooting technical issues.
- Assisting the engineering team w/ triggerable event scripts in the game.
- Contributing art, lighting, anim or vfx assets as required.

PROGRAMS TO KNOW:
- Maya
- Unity Game Engine (some knowledge preferable but not essential)
- Python scripting (basic knowledge preferable)

LEARNING OUTCOMES:

Core Skills
Use Sourcetree to collaborate on git repositories with minimal conflicts.
Use bug-tracking software to manage and address bugs, as required.
Uphold pipeline standards and naming conventions across projects.
Work across multiple projects simultaneously, as required.
Familiarity with the agile process.

Rigging Skills
Skin assets to anatomical standards.
Apply MK Coded Rigs to assets for skinning.
Use Python to debug MK Coded Rigs as required.
Use Python to contribute to the creation and maintenance of MK Coded Rigs as required.
Collaborate with artists to ship optimized, animator-friendly rigs.

Pipeline Skills
Collaborate with artists on MK Pipeline tools usage, bugs, and requests.
Use Python to debug MK Pipeline Tools as required.
Use Python to contribute to the creation and maintenance of MK Pipeline Tools as required.

Unity Skills
Set-up asset prefabs in Unity as required.
Set-up Animator Controllers in Unity as required.
Debug animation problems in Unity as required.
Create particle and lighting effects in Unity as required, to artistic/technical brief.
Use C# to create utilities and behaviours in Unity.

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.