



Country: Canada

Province: Position available in Newfoundland and Labrador or Prince Edward Island.

Job Title: Generalist Artist (Mid Level)

Job Description: To be considered for the Generalist Artist position in our Art department, applicants should be able to demonstrate a mix of 2d and 3d skills with a relevant portfolio.

Artists in this role will handle end-to-end art requirements for a game, from sketching out concepts, developing art styles, to building and implementing game assets in Unity.

Applicants must be able to consistently meet project milestones while maintaining artistic quality, collaborate with other departments, and have the necessary skills to adapt to different art styles.

All applicants must have:

- 3D and 2D portfolio examples
- Traditional art skills including composition and color theory
- Demonstrable ability to adapt to different art styles

Desirable skills include:

- Low poly modelling and texturing
- Animation
- Rigging
- User interface design
- Clear verbal and written communication skills

Additionally, applicants must have knowledge of the following programs or a direct equivalent:

- Unity
- Maya
- Photoshop

Applicants with 5+ years of videogames industry experience are preferred.

Please submit resumes and inquiries to employment@otherocean.com with the subject "Generalist Artist".

Contact Information:

Company Name: Other Ocean Interactive

Contact Name: Ben Thwaites

Postal Address:

114 Water Street

St. John's, NL

A1C 1A8 Canada

Phone: (709) 738-3556

Fax: (709) 738-3558

Email Address: employment@otherocean.com