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Lead Artist (Relocate to Melbourne, Australia)

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Company: PlaySide Studios

Location: England

Category: other-general

This position requires working in our studio in Melbourne, Australia. Relocation assistance will be provided. Who is PlaySide Studios? PlaySide is the largest independent games studio in Australia. Founded in 2011, we're a team with big ideas and the skills to deliver with our incredible team. In our history, we have released over 50+ titles across Mobile, PC, VR, AR, and now moving into consoles. We take so much pride in each and every project we create. PlaySide is a place of endless opportunity, where we focus on keeping the fun in game development. We offer an amazingly professional, playful and supportive working environment. If you thrive on challenges and want to work on a diverse range of projects for a forward-thinking company, we want to hear from you.OVERVIEWAs a lead artist on the team, you will be responsible for partnering with the art director to drive the visual development of the project. Using your deep experience in art production, you will help to push the visual development of your project and establish a key part of the art team itself. The ideal candidate will have experience working with teams through all aspects of the product life cycle, including prototyping, pre-production, production, beta, and release. Ultimate Quests Work alongside the General Manager for the overall vision and the producers to ensure production requests for art are to the correct standard. Prototype new techniques and expand the team's artistic capabilities. Ensure your team members hit all their goals set in quarterly reviews. Participate in and run meetings, reviews, and planning as part of effective communication with the team and outsourcing studios. Ensure that all assets created by the art team and external teams conform to the style and technical guidelines of the title.Collaborate productively within a multi-disciplined team environment, including

designers and coders, communicating with technical and non-technical staff across disciplines.Improve workflow and efficiency by sharing experience and skills verbally and through presentations and/or documentation. What you bring to the table5+ years of professional experience as an Artist in game development on shipped titles. Strong 3D art skills, especially with environment, to communicate vision and ideas. Exceptional knowledge in the use of 3D modelling applications such as Maya or Zbrush, as well as surfacing tools like Substance Designer and Painter. Eye for light, shade, colour, and detail. An understanding of both the game development process and working in Unity or Unreal (or both). Bonus Points! Solid background in traditional arts, including but not limited to painting, illustration, design, or traditional media. Advanced knowledge of project management tools. Experience working with outsourcing. Shipped popular PC/Consoles titles. What we offer here at PlaySidePlaydays - an additional 5 paid days off per year to do something you love. Incredible studios based in gorgeous Port Melbourne, right next to the city and many public transport options.Industry-leading Parental Leave benefitsEmployee Assistance Program to support mental wellbeingMentoring. We're agile and fast-growing, giving plenty of chances for you to grow in your role. Playside SwagHalf-price state of the art Gym access! (right next door) you can wear your free PlaySide Swag!Social events! Including Games nights, karaoke nights, Movie Nights (We hire out the cinema!), group activities, and food trucks! Just as some examples!Relocation allowance, if you move to one of our head officesThe chance to work on some of the most exciting projects, with the most incredible companies in the world - take a look at our website

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