**Artist Assistant Job Description.**

**About us.**

Code Name Bricks is a new startup company comprising a small team of like-minded individuals that develop medium-fidelity games for the online sector. We are currently nearing the end of the development cycle for our first release and our team needs to grow to push our product to the next stage.

Our game is called T.U.R.D (Trash Unit Response Droid). It is about a piece of scrap in the form of a toilet that, through some paranormal event, has come to life and must battle against other scrap-monsters to achieve dominance. The format is a moody, tense 2D side-scrolling platformer with complex combat features and level design. The game is fun, and addictive to play, with a high reward system.

With the success of our first game, our company will need to grow with it, diversifying into developing multiple games at any point in time, so there is a huge amount of possible career progression for the right individual.

We have a strong belief in giving each team member independence and allowing them to decide how they will spend their time, as long as the work is being done. We provide a happy, engaging and rewarding workplace for our staff and offer great remuneration and benefits packages.

**About the Role.**

We require an Art assistant, or technical Artist, that would act as the bridge between most of the Team, between various artists for the game, sound engineers to help with successful implementation of the graphics to match with the sounds, the software engineers and game designers to make sure the vision to coming towards the aforementioned goal.

It would be preferred by Code Name Bricks that you would have a sense of technical expertise, prior experience in Teamwork and working effectively within a team of people with different jobs. Leadership and management techniques would be welcome, but not highly sought after at this moment, this job will also require a lot of innovative thinking as we are making a game from the ground up.

**About you.**

* A steady knowledge of composition work, where you will but working within the team to gain an understanding of the design of the games, the needed video assets that will be detrimental to the work and the way the assets co-exist and work with the proprietary software.
* Video Graphic management, keeping a version control by understand where the team is up to at that current period, access control – which will be releasing the final version of a graphic to the team, the quality control for all assets and optimisation.
* One of your other duties will be around trouble shooting technical video graphic issues that the team may come upon during the workload that will need to be rectified before continuation of the project.
* Your final task within the team will be the pipeline process management, you will be overseeing the optimisation, administration, and the support for anything graphically for the project.
* You will need excellent understanding of Photoshop and other video editing software (Photoshop, Premiere, After Effects and Final Cut Pro)
* Strong Multi-tasking skills, you will be moving between projects are various stages of development.
* Strong knowledge and experience with version control software.
* Good problem-solving skills to analyse issues and find solutions and workarounds to issues that are not documented.
* Bonus: LWJGL Experience
* Strong Communication skills as you will be the bridge between the video graphics, software, and design.

**Remuneration and Benefits.**

We believe in providing quality remuneration packages to our staff to ensure they are satisfied in their position. Our company’s benefits are above industry expectations and have high growth potential.

The remuneration is as follows:

* $58,000AUD base salary.
* 13.5% superannuation contribution.
* Company provided laptop.
* Commission per image bonus.
* Paid company events.

Please send your resume, and cover letter to management@cnb.com. Successful applicants will be contacted by our management team within a week of the close of applications.

Code Name Bricks believes in an equal opportunity workplace and is open to a diverse range of applicants. We are committed to providing a workplace that is free of discrimination and prejudice.