

Head of Art

Peer

Remote

Full-time

[Contact](#)

About Peer

Peer builds a gamified social ecosystem on a proprietary, immersive 3D map. Currently, it consists of a mobile app and a web marketplace and the interactions are based on location sharing. This is just the beginning - the product vision has a broader horizon.

We are building a meta-world that becomes a literal peer to your real world.

The team you will be joining is not just playing around with social media - we are a team of tech, product, art, and design seniors creating technologies to enable innovative social experiences that have not existed before. And we are just getting started.

The creative art and strong visuals, both 2D and 3D are at the core of our products, gamified interactions, and UX.

About you

We are looking for a Head of Art who has built successful mobile apps and have made moves in gaming products. As we create experiences that do not exist yet, we need a candidate with a creative tech vision and a strong aesthetic. Together with our technical artists, designers, and sound FX composers, they will drive Peer's vision in art, UI, and UX.

We are looking for a candidate who can inspire the creative team of 2D and 3D artists, both in-house and freelancers, and keep the quality of delivery on time and within budget.

The ideal candidate is a strong leader with proven experience in mobile applications, gaming, and social digital products with a large user pool - one

who can translate business and marketing objectives into compelling, visually exciting ideas that will drive our user acquisition strategies.

This role requires working with cross-functional teams (the web, mobile, and marketing) to deliver products that meet user needs, drive our business objectives, and create space for novel interactions. You have a passion for design and creating work all while being able to critically communicate and persuade around agreed design concepts.

The artistic and/or technical expertise within the NFT world would be a major plus.

As we trace the yet-unknown trails, we seek unrest with the status quo, an artistic vision rooted in future digital worlds, and a great team spirit.

From an artistic and creative direction POV, you have:

- A portfolio of UI/UX, branding, and similar work from mobile products (gaming would be a plus) where you were the lead or one of the leading contributors
- Examples of 2D Illustration, concept art, and marketing art showing multiple shipped projects where you were the primary contributor
- Experience in collaborating with technical artists and keeping the artistic standards across all of the steps of the production pipeline
- Experience in feature planning, prototyping visual development
- Experience in collaborating with marketing teams
- Experience in giving actionable and focused feedback to 3D, and 2D artists, animation, sound and product teams
- Experience creating and managing marketing art
- Strong creative vision with attention to business objectives
- A portfolio of motion design works - this would be a strong plus

From the management POV, you are experienced in:

- Prioritization and task management
- Art Guidelines development

- Feature Planning and Visual Development
- Working with a team of freelancers and other contributors
- Mentoring Artists
- Synchronizing between departments and upper management
- Participating in the hiring process, acquiring and retaining new talent

Required skills and qualifications

- Ten or more years of professional experience in art director and/or creative director positions, creating B2C products with strong graphic and motion design, UI, UX, and audio signature
- Adobe Creative Suite programs and Figma
- Basic knowledge of 3D art tools (Blender, Maya, Unreal Engine, and similar) and/or 3D engines is a strong plus
- Experience with accessibility, localization, and internationalization
- Excellent communication and presentation skills