# **Junior 2D Game Artist**

## **Southampton**

## **£20,000**

We are a small indie studio based in Southampton that are looking to take a new 2D artist under our wing! We have started a new project under the support of a publisher and are in need of a larger team. Could you be the one?

As a 2D artist you will work as part of our team creating 2D graphics and sprites based on the description and work done by the design team. You will maintain a high level of professional communication with designers in order to ensure proper implementation of ideas. All work must fit the artistic style of the design using specialist tools which you must be comfortable using.

### Requirements:

* Experience using Photoshop, entire Adobe Creative Suite is a bonus
* Experience using Unity Engine, particularly for 2D game development
* BA degree in a relevant art/animation field
* Strong portfolio showcasing best samples of game art
* Good communication & team working skills
* Understanding of role within a game studio and the workload associated with the position

### What we look for in a portfolio:

* Evidence of utilising a variety of tools to create industry standard graphics
* Evidence of contributions to team projects
* Evidence of original design work

# **Cogent Rationale**

This advert will be primarily hosted on online job sites, primarily job sites focussed on game industry roles such as *amiqus.com,* as this allows it to reach the widest potential number of applicants as these websites are very popular for both experienced games industry workers and new applicants.

Different elements of this advert were designed based on the research I conducted. The salary was based on a junior 3D artist position, and so I found it appropriate to use the same amount. As the advert was designed with junior graduates in mind, requirements such as having industry experience was not necessary, and so I focussed on ensuring applicants were experienced in using the software needed to complete work, as well as having general skills that will allow them to work in a team environment. Lastly I wanted to make sure applicants had a portfolio demonstrating their work, as this is an industry requirement to show proof that applicants can work to the industry standard.