

SMOKING GUN™

INTERACTIVE

Suite 400, 1706 West 1st Ave, Vancouver, BC V6J 0E3 Canada p. 604.689.7486 f. 1.866.250.7950

Artist – Lead

Smoking Gun Interactive is looking for an exceptionally talented individual to take on a role of the **Lead Artist** to help establish and execute the artistic vision for a project. **The ideal candidate has held previous titles in Art Direction and Art Lead roles with at least one of these within the Games Industry.** This candidate exhibits an outstanding level of creativity and proficiency in problem-solving both artistic and technical challenges, as well as collaborating with the designers as the project vision requires. He/She is an excellent communicator with a passion for games, proven ability to lead an art team, and who works equally well with all departments to complete a project that delivers compelling and cohesive visuals that enhance gameplay and user experience.

Responsibilities:

- Collaborate with the Art Director to establish and implement consistent visual art style for the duration of the project
- Produce high quality game content, and supervise the development and quality of assets produced by the art team that meet the technical engine/platform constraints without sacrificing artistic integrity.
- Establish and oversee the creation of art game pipelines and workflows, in conjunction with programming and design leads
- Collaborate with Producer in creation and risk-management of project milestone goals and schedules
- Participate in client communication and proactively collaborate with the Art Director and project leads to facilitate client feedback
- Be proactive in identifying design, tech or other dependencies that need tackling before art can proceed on scheduled tasks
- Facilitate a forum for continuing communication between art and programming disciplines for the duration of the project
- Help manage artist workloads
- Provide and receive feedback on all aspects of art quality
- Provide mentorship and share personal artistic knowledge with artists on individual, as-needed basis to create a studio atmosphere of cooperation and learning
- Assist in hiring efforts

Position Qualifications:

- Excellent leadership, verbal and written communication skills with ability to mentor and motivate others
- **Prior roles held as an Art Director and as an Art Lead with at least one of these within the Games Industry.**
- Exceptional organizational and risk-management skills
- 7+ years experience as an artist in the game and/or movie industry and or related field
- Multiple shipped titles, including at least 1 (one) AAA game as a key contributing artist
- Expert working knowledge of Photoshop, 3D Studio Max and proficiency in other digital artist software (ZBrush, AfterFX, etc.)
- Experience in UE3 or related engine
- Proven traditional artistic skills with exceptional proficiency in drawing from life and reference with irrefutable grasp of composition, color theory, perspective, lighting, anatomy, architecture and industrial design
- Passion for games and interactive entertainment with desire to advance games as an art form
- Positive attitude, self-motivated, and a great team-player thriving on creative collaboration

Assets:

- Experience in Xbox360, Kinect, hand-held and/or mobile platform development
- Prior experience leading a project and high-level planning
- Prior experience managing people
- Storyboarding experience and cinematic background
- Traditional animation training and/or professional experience