

SMOKING GUN™

INTERACTIVE

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Artist – Senior Environment

Smoking Gun Interactive is looking for a talented **Senior Environment Artist** to join our team. The Senior Environment Artist is an expert and a leader in an area of art production. He/She collaborates closely with the Art Director to establish artistic expectations for assigned area and works independently to develop content and maintain the direction throughout the project.

The Senior Environment Artist produces and oversees creation of exceptional quality art content, is proficient in established art pipeline, and is a pro-active problem solver for assigned area of art. They will assist in the creation of Milestone and Project-wide goals and ensure that they are met according to timelines and set standards of quality. He/She will be a mentor to junior artists on the team.

Responsibilities:

- Design and development of visual aspects of the game in close collaboration with the Art Director
- Production of final game assets of consistent high quality
- Maintaining high proficiency in established art pipeline and collaborating with other disciplines of the team in troubleshooting it and/or designing improvements as needed
- Learning game design and technical requirements/limitations relevant to assigned area of art, and striving to perfect/improve the workflow and art content
- Mentoring and motivating artists working in his/hers area
- Monitoring progress and quality of art produced by assigned art resources to maintain consistent art style
- Ensuring milestone goals are met on time and to requirements
- Assisting in creation and risk-management of Milestone goals for assigned project area
- Assisting in recruitment and ramp-up of art resources
- Supporting and assisting Producer and Art Director in any other required duties

Position Qualifications:

- Minimum of 2-3 years of post-graduate traditional art training, preferably Degree or BA in Fine or Commercial Graphic Arts
- 5 - 6 years of relevant experience, at least 3 years in the game industry
- Multiple, high profile, shipped game titles
- At least 3 years previous experience in positions of increasing responsibility, preferably in the game industry
- Proven exceptional ability to conceptualize, design, and produce game art assets
- Thorough knowledge and proficiency using 3D modeling packages, including but not limited to 3D Studio Max
- Thorough knowledge and efficiency using 2D art creation/manipulation packages, including but not limited to Photoshop
- Skilled in creation of next-generation textures (normal, diffuse, specular etc.)
- Good aptitude for problem solving and effective collaboration with other disciplines of the team
- Excellent verbal and written communication skills
- Excellent mentorship ability and strong supervisory skills
- Ability to multi-task under pressure
- Keen interest in playing games and the future of the gaming industry

Assets:

- Experience with console development on Xbox 360, Kinect, PS3
- Experience with UE3