



## Mobile & Web Game Graphic Production (Junior) - Job Description

**Title:** Game Graphic Production (Junior)

**Location:** 195 James St., Hamilton, Ontario.

**Job Type:** Monthly Salaried Employee. 6 month contract.

**Hours:** 37.5 hours per week, plus lunch. Flextime is possible.

**Education:** Bachelor's Degree or 3 year College Diploma in Graphic Design for Games and/or Animation.

**Primary Skill(s):** Proven experience in 3D posing, and graphic design for casual games.

Do you love playing games? But hate the way the games look and feel?

We may have the dream job for you.

We're a Hamilton-based gaming studio creating very social and casual text-based online RPGs. And we're growing. We're known for liking our players as people, not just gamers. The feeling is mutual.

We're looking for someone to help create great looking mobile games, as well as supporting our existing games. This means knowing games fairly well and producing game imagery & graphics really well. Since there will be a lot of posing existing 3D models to create 2D images, the role requires a mix of graphic design & animation skills.

Depending upon your skills, perhaps we'll also ask you to draw our new weekly WebComic, Create new 3D Models, or "App Store" Icons for our Mobile games.

### Your Personality and Interests

If you're a jerk, please read no further. We'd expect when others describe you they are likely to say:

- » You grok games of all kinds. Board games. Online games. Arcade games. Tic Tac Toe. You're a games geek and proud of it.
- » You're artistic and have been sketching even longer than you've been playing games.
- » You're a good person, fun, tolerant, and you generally keep your cool.
- » You can focus and prioritise tasks while working independently; perhaps at home or in a coffee shop.
- » You're eager to meet and exceed objectives and take on more responsibility.
- » You realise that original art projects are a free time hobby; using those skills to achieve a business end is your job. You've made steps to figuring out the balance between creative input, and just getting the job done. And yes, some of your creative friends think you're weird for understanding business needs.



## Essential Duties and Responsibilities

Your primary duty is to create great graphics that enhance the player experience. In other words, graphics that look awesome, enhance the mood/story, help move the story along, all the while minimising unnecessary visual distractions.

### Initially your duties include

- » Help visualise new games as specified in the Game Design Brief.
- » Take the Visual Lead's designs to produce breathtaking images in many online/mobile platforms.
- » Pose existing Daz3D models then render them as 2D graphics in a captivating but low-bandwidth way.
- » Take direction from your team lead but also provide feedback and manage your parts of the projects.
- » Other tasks as directed by the team lead and management.

### Also, potentially the following:

- » Draw a Webcomic. We need just the right style for our new weekly StarPirates webcomic.
- » Create new Characters. Potentially create new characters, backgrounds and other visuals from scratch. Mostly these will be new 3D models rendered into 2D images, or design layouts for new mobile games.
- » Make Icons. Create killer icons for attracting potential players in Google Play, and other online app stores. This is demanding task as the icon is the most important visual aspect of the entire mobile experience.

## Experience

We expect that you have a formal design background that relates to gaming but have been doing your own projects since you were knee high to a Power Mac. You've probably filled many a hard drive with poor modelling, but now are able to work out some cool stuff in short times.

### Specifically it's expected that you can prove the following points:

- » Completed a BA or Advanced Diploma in Graphics Game Design and/or Animation.
- » Created lots of different characters and widgets in 3D rendering programs. These range from cute critters and lovely princesses to towering mechs and awe inspiring ships. When you haven't created them, you've found source files online and rendered them appropriately.
- » Designed and produced graphics for Web games or iPhone games. Maybe even put some live.
- » Played a lot of casual online games & casual mobile games. You've farmed a lot of virtual crops, blown up a lot of pixelated ships in space, plus befriended and backstabbed your fair share of players. And then quit them when you realised they were interfering with other projects.
- » Demonstrated successful mix of independent and collaborative working. You've learned discipline to work from home, coffee shop or the office. You're happy to take input, but do not need constant supervision. When bumping into technical problems you're generally able to find the solution online.



### **Qualifications and Skills**

You will need the following skills. All required skills are ranked out of 5. 5 is mastery such as a decade of continued use, whereas 1 is a few months part time usage. These are the basic requirements – higher levels of skill are certainly encouraged.

After 2 weeks of working with us, we expect your skills include:

Photoshop or Equivalent 4/5

Maya, Daz 3D or another 3D rendering package 4/5

Transforming 3D models into powerful 2D images 3/5

Character creation and modelling 2/5

Digital Location creation and background modelling 2/5

Film Editing plus Video Creation/Editing Software 2/5

Optimising images for the web 2/5

Creation of Award Winning App Store Game Icons 3/5

Other animation/design skills as needed.

### **Additional Assets**

Ideally we'd like you to be faster than a locomotive and leap over tall buildings. But we realise that's not really normal so we'd consider any of the following to be an advantage:

- » Knowledge of the mobile or online gaming industry and video game development theory.
- » You've built your own website somewhere along the way; maybe by hand or maybe using tools such as Word Press.
- » Possesses functional knowledge or some experience with HTML/CSS.
- » Furthermore possesses functional knowledge of developing web-based games.
- » Ability to communicate results to management, and sometimes manage upwards, in a fast paced environment.
- » You've read a lot of SciFi books. You might even illustrate one eventually.

Please send resume and a very short introductory email to [info@snakeheadgames.com](mailto:info@snakeheadgames.com)