

## 2D Art Lead (Slot Games)

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Company: Sigma Software

Location: Poland

Category: other-general

### Overview

#### Required skills

Illustration/design / expert Photoshop / expert Illustrator / expert Gaming/Gambling / strong English / strong

We welcome you to join our game design and development team to apply and develop your skills in game development (in the gambling domain). Our projects are focused on high-quality visual effects, graphics, and animations, which are a major part of the project's success.

Interesting tasks and a friendly team are waiting for you.

#### Customer

Our customer is a fast-growing, leading provider of online casino games, working with some of the biggest brands worldwide, with a passion for delivering cutting-edge products, both technically and creatively.

The project is leading the global Gaming Entertainment industry with an unrivaled ability to play well with others while supplying cutting-edge casino games and bespoke back-office solutions. Thanks to our ever-passionate creative and technical chops, we keep growing.

Shall we play?

#### Requirements

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At least 3+ years in professional commercial illustration/design

Experience in gaming/gambling, Casino Slot games is a must

In-depth knowledge of 2D DCC applications (Photoshop, Illustrator, etc.)

Experience in preparing assets for animation and integration

Great sense of scale, proportion, and composition

Creativity and an excellent eye for detail

Basic knowledge of software development processes, ability to estimate project scope

Upper-Intermediate level of English or higher

Possession an up-to-date environmental portfolio showcasing a wide range of stylized 2D art, demonstrating a solid understanding of composition, posing, rendering, color theory, and perspective with a focus on polished execution and traditional rendering techniques

Understanding the basic principles of creating art content for games in various genres and settings

Passion about 2D art and all things game-related

Great research skills and ability to find new solutions

A strong portfolio of commercial projects is a must

### **Would be a plus**

Experience with Crash and Plinko casino games

Experience in graphic design for print and web mediums

Experience using Sketch and Figma

General knowledge of 3D modeling

### **Personal Profile**

Good team player. Experience working with a design team, setting and delegating tasks

Excellent communication and presentation skills

### **Responsibilities**

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Supervision of the design team – planning, evaluation, and distribution of tasks, control of execution, validation of deliveries

Direct communication with the Customers and representatives of other departments to define and form product vision, task design backlog, and presentation of results

Formation of a design strategy for the project, setting up workflows, organizing a design library, and designing hands-off procedures

Mentoring Junior Staff

Ensuring the Team follows high-quality standards

Maintaining art consistency during all steps of development

Mastering all the necessary tools and research for new tools and technologies

Playing all the game builds and giving constructive reviews for general graphical work and game experience

Actively detecting and solving problems encountered in your projects

Ensuring proper integration of the graphical assets in-game

## **TECHNICAL RESPONSIBILITIES**

Wireframing, prototyping, and concept design for various web and mobile gaming products

Creating high-quality 2D character design, environment assets, and promotional materials for casino and casual games

Working with the production artists, designers, and developers to ensure that 2D assets are always game-ready

Requirements analysis and estimates preparation

Communicating task updates to your lead/supervisor, updating the status of your tasks, and committing files on time

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