



## Job Vacancy

# Junior 2D Artist

### Description

Hunted Cow Studios are looking for a talented junior 2D artist to join our team here in Elgin. You'll be concepting and creating high-quality 2D and UI assets for our existing mobile and online game titles as well as helping to build an exciting unannounced project.

We're looking for a candidate with a varied range of 2D art skills, from UI design to illustration to marketing graphics. You'll be confident working on all stages of game development, from quick sketches and wireframes to the final polished assets. You love games, and you're dedicated to building titles that look amazing and deliver a great player experience.

Industry experience isn't necessary as long as you have a great portfolio, a willingness to learn, and a positive attitude.

### Responsibilities:

You'll report directly to the Senior 2D Artist and Studio Manager to create UI elements, icons, in-game illustrations and marketing artwork within an established style and brand. You'll work within a small team, sharing and iterating on ideas, and communicate with artists and programmers to create the best game experience possible.

You will be working closely with other artists to maintain, explore, and improve upon existing art styles. You'll help solve design problems, present and discuss your work with others, and

have a voice in developing the look and feel of all things visual; including storyboarding, animation, visual effects, and marketing.

### **Essential Skills:**

- Excellent 2D skills and good knowledge of traditional art principles: colour theory, lighting, composition, etc.
- Solid knowledge of good design principles and enthusiasm for creating great UI.
- Fluent in 2D art programs such as Adobe Photoshop, or similar.
- Aptitude for working within an established art style, following written and verbal direction, as well as the ability to adapt to different art styles and genres.
- Ability to quickly render concepts and ideas and then take them to final visualisation/assets.
- Work well within a small team environment and be confident in communicating ideas as well as taking feedback.
- Be a self motivated individual with a strong work ethic and good time management skills.

### **Bonus Skills:**

- Knowledge of other programs within Adobe Creative Suite - Illustrator, After Effects, etc.
- A portfolio demonstrating work in sci-fi and/or fantasy genres would be a plus.
- Experience working on team projects and contributing ideas to all aspects of game design.
- Knowledge of the Unity game engine
- General knowledge of (or an interest in learning) good UX principles.

### **Working at Hunted Cow Studios**

You'll be working in a relaxed, collaborative studio environment where everyone gets to contribute and learn from each other. Individuals are encouraged to learn new skills and get involved with all aspects of game development and community building.

The studio has two large kitchens, American pool table and a private gym, and we're situated right in the city centre with access to numerous shops, supermarkets, and pubs. Elgin is a small but lively city just a few miles from the beach and beautiful countryside walks (or climbs, for the

adventurous) and has great public transport links to the bigger cities of Aberdeen and Inverness.

### **How to Apply**

To get in touch, send us an email at [louisa@huntedcow.com](mailto:louisa@huntedcow.com) with your CV/resume, a link to your online portfolio or to a downloadable portfolio (Dropbox, Google Drive, etc.), and a cover letter explaining why you want to join our studio. The closing date for applications is **Friday, 22nd September at 5PM (UTC)**

We can't consider applications without portfolios or relevant work samples.

### **Salary**

Above NMW. Negotiable depending on experience.

### **Additional Info**

This is a full time, in-house position (39 hr/week, Monday-Friday). You must be eligible to work in the UK.