



Concept Artist

About Us:

Velan Studios is a growing independent game developer focused on bringing ground-breaking new game experiences to existing and emerging game platforms. We are building a world-class development studio of developers who can blow game-players away with work that is both innovative and unconventional.

About the Role:

We are looking for a skilled, passionate Concept Artist to join our team onsite at our studio in Troy, NY. The Concept Artist will be a critical member of our art team, helping to define the visual and aesthetic direction of our projects by creating concept art to establish the environments, characters, look and feel across multiple early-stage projects at the studio. The concept artist will work in both existing IP as well as new, original IP creation.

If you're brimming with passion and curiosity and ready to create the best work of your career, we want to hear from you!

Summary of Responsibilities

The responsibilities of this role include, but are not limited to:

- Work closely with the Art Director and other key project leaders to help define and build out the look of multiple internal projects.
- Provide thumbnails, sketches, studies, mood paintings, polished illustrations, and concepts, and be able to participate in discussions about the art.
- Support projects with character, prop, vehicle, environment, and other miscellaneous concepts.
- Support both Original IP and Licensed IP development at the studio across multiple projects.
- Deliver needed content according to the schedule set by the project leads.
- Gather and organize reference art.
- Work with other concept artists, both internal to the studio and contracted externally to review and provide constructive feedback to improve each other's work.
- Create high quality art work to support studio needs such as marketing, pitch decks, and PR events.

Qualifications



- 2+ years of industry experience as a Concept Artist, or other relevant experience.
- Strong understanding of anatomy, storytelling, lighting, composition, perspective, and color theory.
- Experience using 3D applications such as ZBrush, 3DSMax, Maya, Modo, Allegorithmic's Substance and/or other game production tools.
- Strong foundational art skills.
- A wide variety of style, thematic, and genre interests in art, games, other entertainment, and personal art exploration.
- Strong communication and organizational skills.
- Self-direction, passion, and creativity in your work.
- A receptiveness to feedback and the ability to act successfully on direct critique.

Big Plusses

- Experience with modeling, sculpting, and texturing and material work.
- Experience with UI and graphic design.
- Ability to storyboard.
- Experience with game asset creation.
- A strong sense of stylization.
- Leadership and/or mentoring experience.

We value a diverse development team at Velan Studios. We will consider both veteran and early-career stage artists for this role.

Portfolio required. Please include a variety of examples of your work that demonstrate a breadth of style and content.

To apply for this position, send your resume and cover letter to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.

About Velan Studios:

Velan Studios' mission is to create ground-breaking game experiences centered on new forms of play across both existing and emerging platforms. Velan Studios is an independent studio comprised of a diverse team of seasoned developers who have worked at various AAA studios like Vicarious Visions, Naughty Dog, Harmonix, Nintendo, Guerilla Games, Avalanche Studios, Retro Studios and more. Velan Studios is based in Troy, NY.