



Sr. Environment Artist

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.

We focus on gameplay that is accessible to new gamers but also provides deeper, more complex designs for the core gaming audience. Visually we are focused on whimsical and playfully stylized looks. We want to delight and challenge our audience, no matter who they are!

If you are an experienced Environment Artist full of curiosity and a passion for crafting engaging, eye-catching visuals, we want to hear from you.

Besides your ability to make great art, here are some of the key items we are looking for from you:

Responsibilities:

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

- Create, model and texture high-resolution game/level environments and other game objects.
- Collaborate with the Art Director, Game Designers, and Programmers to ensure art assets are high-quality, support the artistic direction of our projects, and are fully optimized for target platforms.
- Work with the Art Director to develop and maintain a pipeline tailored for our Environment Art team.
- Be proactive in problem-solving, cross-discipline brainstorming, and representing the Environment Art team in appropriate meetings throughout project production cycles.
- Be willing to help the Art Director in mentoring and guiding artists at all levels.
- Engage in R&D efforts on new techniques and technologies to implement into our production pipeline.
- Receive feedback and modify work based on direction.

Qualifications

- 5+ years of industry experience as an Environment Artist, or other relevant experience.
- Expertise in modeling, texturing, hard-surface and material work for environments and props.
- Experience with modern art principles and techniques such as lighting, composition, color theory, and staging.
- A strong understanding of modern artistic toolsets and typical AAA game engine experience.
- Advanced understanding of 3DSMax/Maya, Allegorithmic's Substance, ZBrush, Adobe Photoshop, and/or other game production tools.
- Good technical art understanding in order to better work with our engineering team.
- 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:

- 2+ years of experience in a leadership position.
- Examples of working with PBR.
- An affinity for stylization.
- Experience or skill in one or more additional disciplines (character, vfx, level design, etc.).
- Ability to create from your own ideas, not just from pre-existing concept art.
- Examples from personal projects.

To apply for this position, send your send resume and a link to your portfolio 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.