

## 2D Illustration Artist

Apply by reaching us at [careers@lorenine.com](mailto:careers@lorenine.com)

### Job Description

LORE NINE is looking for dedicated individuals who are interested in evoking meaning and emotions through their art in crafting video games, while working in an inclusive and respectful environment. We are looking for a versatile 2D Illustrator artist who is well-versed in drawing Anime-style characters, creating concept art and creating other types of 2D reference material for other artists on the team.

### Responsibilities

- Create the various assets required for the game's production, including, but not exclusive to: concept arts, in-game art, art for marketing/social media purposes, character turnarounds and any other 2D reference material needed.
- Achieving the project director's desired visual quality
- Following outlined artistic directives, design choices and technical limitations
- Taking responsibility for assigned tasks and for following up with the project's director
- Participate in meetings with the development team and subcontractors
- Ensure that assets respect the artistic direction of the game and meet quality standards
- Fulfill game's visual and artistic vision working with 2D art software

### Personality

- Must be mature, professional and dedicated to their craft
- Must be open and respectful toward all team members and the work itself
- Curious and self-critical
- Great relationship skills, organization and autonomy
- Proactive, self-automated and disciplined
- Interested in enhancing their work
- Exhibiting organisation and attention to detail in one's work
- Interested in working in video games for a greater sense other than fun
- Looking to be part of the core members of an emerging Indie Game studio

### Qualifications

- Minimum a college diploma program in graphic arts or equivalent
- Great knowledge of 2D art software (Photoshop or other(s))
- Mastery of traditional 2D art workflows (Photoshop or other(s))
- Good with digital painting
- Sharp pencil work
- Good with dynamic drawings and character anatomy
- **Must be able to draw Anime-style characters**
- Fluent in English speaking and written

### Good to have

- Able to do marketable key arts
- Able to draw environments
- Able to do graphic art (UI)
- Knowledge in Unity

### Salary & Employment

- Fulltime, 9-5 Monday-Friday, 40h/week
- Possibility of flexible schedule
- Fully remote position
- In-real-life team meetings once every 2 weeks (post-covid only)
- 45 000\$ - 60 000\$ depending on experience