



Position: Lead Artist

Brainspark Games is building an ediverse of FREE culturally nuanced, 3D immersive educational mobile games aligned with the UK national curriculum, for 7-13yos. We condense 12 weeks term time learning into a few hours of fun, fast game play.

Having won numerous awards and grants including; 5 x Innovate UK grant winners, 'Barclays Entrepreneur of the Year - Games Awards', ASU+GSV Elite 200 (world's top 200 most innovative EdTech companies), Top 30 Global Winner of GSV & Unity 'EdTech Creator Challenge' and selected for Creative Industries Councils '100 Ones to Watch 2021', featured in UK TechNews as "*One of London's Most Diverse Tech Startups*", Brainspark Games is one of the UK's most innovate, EdTech Gaming Studios.

We are seeking a mission driven, highly skilled and creative Lead 3S Artist with a passion for education and video games! This role provides an opportunity to not only develop the company's creative backbone but to influence the culture of a multi-award winning, fast growing Edtech gaming studio aiming for a BAFTA! The ideal candidate will have a passion for creating visually stunning and immersive game worlds. They will be responsible for creating/managing/overseeing concept art, 2D and 3D assets, tech art, UI/UX design and animation for our games.

The Lead Artist role has the potential to lead to Creative Director and will be incentivised, tasked with making executive creative decisions on behalf of the company. If you're a hands-on creative thinker, an effective visual communicator, delivery focused expert in mobile games design, immersive technology across Web3, then we'd like to hear from you!

Working with the CEO and senior leadership team, as lead creative you will be making decisions that will impact the current and future growth of the company.

Responsibilities:

- Create/ manage pipeline for concept art, character designs, and environment designs
- Create/ manage pipeline for 2D and 3D assets using industry standard software
- Create/ manage technical art pipeline including rigging, animations optimised for ingame performance
- Collaborate with the game development team working to tight deadlines
- Stay up-to-date with the latest trends and techniques in game art design
- Familiarity with latest art production software



Requirements:

- A portfolio demonstrating your ability to create visually stunning game art
- Proficiency in industry standard software such as Photoshop, Maya, and Unity
- Strong understanding of composition, color theory, and lighting
- Strong understanding of animation principles and techniques
- Experience working in a collaborative, multidisciplinary team environment
- Strong communication skills
- A passion for games and the ability to stay up-to-date with industry trends and developments
- Education: Bachelor's degree in Fine Arts, Graphic Design or related field is preferred.
- Min 5years experience

If you are interested in applying for this role by send a cover letter and CV to hr@brainsparkgames.com