



Title:	Artist, Runaway
Responsible to:	Product Owner, Runaway
Direct Reports:	N/A
Functional Relationships with:	Programmers Community Manager Researcher Runaway Contractors Artists Product Owners Player Support Quality Assurance Designers

Artist

Come work in a positive, inclusive environment with a talented team of programmers, designers and artists creating exceptional games. As a 2D Artist, you will be working closely with a small game team of designers, artists and programmers on our games! You will draw/paint beautiful conceptual and 2D game artwork for in game scenery and interior. It is our dream to grow the leading global brand in nature games, producing a portfolio that has a positive impact on our players lives while progressing games as an artform and providing one of the best places in the world to work as a game developer.

Runaway brand values are reflected in everything we do.

Our why: Games are Engines of Happiness - bringing light to people's days to make the world a better place.

Our how: Players Come First. A Diverse, Inclusive and Supportive Culture. A Culture of Excellence. Building a Trusted Brand For Life.

Our what: Games Inspired by the Natural World.

Role & Responsibilities

This is what we aim to have you doing in the role, with assistance and support. If you have areas you need to develop, we will work with you on these areas to get you feeling confident and comfortable.

- Create environment and character art for games, as required by the Product Owner or Lead Artist.

- Work with the Lead Artist to make sure art follows the standard and styles set for the game.
- Work together with the art team to push the style of the games in a unified direction.
- Use 2D puppet-style animation (eg “Spine” and “Adobe Animate”) as required to animate assets.
- Develop content in a reasonable amount of time, as agreed with the Product Owner.
- Develop art to a high and professional standard.
- Integrate feedback into revisions.
- Participate in discussions and concept development for new mechanics.
- Consider player behaviour and contribute to ideas to improve player experience.

Skills & Experience

Essential Skills:

- Good understanding of Design and animation software: Photoshop, Illustrator, Spine etc.
- Good understanding of art fundamentals: Hue, value, saturation, composition, form, perspective, brushwork.
- Strong traditional and digital painting skills, with a strong portfolio to back them up.
- Passion for creating cozy game environments.
- Initiative to self manage and ensure your time is being used in the most efficient way possible.
- Welcomes feedback and open to constructive criticism.
- Has good time management skills to meet deadlines with high quality assets.
- Enjoys learning and can upskill with some assistance.

Preferred skills:

- Project experience in the game industry (or on personal/hobby game projects) would be helpful.
- Tertiary degree in Design or Art (or equal experience).

Apply

We take pride in our positive, friendly culture and hire people who want to be part of making something special with us. We're an inclusive group and encourage applications from people with diverse backgrounds.

We value and support our staff - you can expect a clear career development plan and support in professional development, opportunities to move sideways or upwards as you grow with us, a creative environment where everyone is encouraged and supported in pitching new game ideas, no-crunch culture, flexible work hours for work/life balance, group lunches, nature excursions and spending time with a talented and very friendly bunch.

If you feel excited about joining us, we'd love to hear from you. Please send your cover letter and resume to: careers@runawayplay.com