HAYSTACK PEOPLE

Art Director – Web3 / Digital Pets

StartUp | Vast | 90k

THE COMPANY

This company is founded by veterans from Rockstar Games and former founders of 2K Games.

Their aim is simple but robust - they are building an open standard for digital pets. An interoperable data solution for creating infinite virtual companions to be by your side, across the metaverse. Pets to bond with, who will learn, evolve, and behave based on their specific 'DNA' and the interactions you have with them.

Soon, we will be helping people to adopt their first digital pets and take them into the first of many experiences they will be able to have with virtual companion. Embracing the wonders of web3 we invite partnership with other creators across the metaverse.

THE JOB

They are looking for an Art Director to join the amazing and friendly team at our client. Do you have a passion for concept design and high level vision? Are you a skilled manager, motivator, and mentor? Do you understand the end to end creation of 3D assets in games and apps? Fully remote but prefer UK based or European based. Will consider other locations that aren't far off our time zone for a perfect fit for the role.

Objectives of this Role

- Oversee the art department by hiring, training, assigning, scheduling, and mentoring staff
- Establish art department standards for production, productivity, and quality
- Ensure team adheres to current processes, identifying opportunities for continuous improvement, and proposing and creating processes and tools to support design operations
- Provide artistic direction alongside creative director assuring brand aesthetic consistency
- Work with the entire team to establish a unified brand understanding and artistic vision for the company.
- You’ll define, build and own the Art Bible (and other documentation) across projects and the wider IP itself, all in collaboration with the Creative Director
- Willing to support any junior members through feedback, mentoring and even teaching
- Provide clear direction and feedback for internal and external artists (generally work with external teams, such as our animation partners)

THE REQUIREMENTS

Skills and Qualifications

- 8+ years as a professional artist in software (ideally games) with at last 4 years in a management role
- Skilled in art vision and concept design
- Understanding of modelling, rigging, animations, art pipeline
- Highly skilled leading and mentoring a creative team
- Strong knowledge of optimization and managing asset backup/storage/maintenance
- If you've worked with any modern standard tooling that will suffice. That is good enough. A tool is just a tool.

THE YIELD

- Salary up to 90K per year
- 25 days of vacation + additional national holidays off
- A job with serious people within the industry
- A completely remote job
- You're going to be the coolest guy at a party when BTC is reaching ATH's again
- People will be very concerned and wary about your career when BTC crashes. But you don't stress because we can keep this going for a few more cycles.
- A place at the head of the table in the digital realm of the future.

If you're interested apply here or ask some questions at a.janssen@haystackpeople.nl

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Contact & solliciteren

https://haystackpeople.nl

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