



# Senior Concept Artist [Unannounced Project] (f/m/d)

**Berlin - Full-time - 743999786379224**

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## The Role

As a Senior Concept Artist at Ubisoft Berlin you will be involved in creating the visual style for games that will be played all over the world by our millions of players. You'll have the freedom to explore your creativity, and be channeling it to help make memorable worlds and characters that live long in the memory of gamers and leave a meaningful impact on their lives.

## What you'll be doing

- Share knowledge and motivate artists within the team
- Set and share best practices, production pipelines and workflows within the group
- Maintain consistent style under the direction of the Art Director and carry out revisions as required
- Actively participate in the implementation of more efficient work methods
- Be a reference for the art team in relation to various artistic elements and find solutions to complex issues that arise
- Support the Lead Artist and/or Art Director in any related ad hoc tasks.
- Support the Lead to ensure a successful sign off process for own and others work by conducting reviews, critiquing work and providing suitable feedback
- Communicate and collaborate with key stakeholders to confirm task direction and ensure consistency of work within the team
- Create concept iterations & rough drafts to support our game teams
- Create inspirational artwork that defines the artistic vision of the project
- Collaborating and establishing communication lines between different disciplines
- Cooperating with international Ubisoft teams to provide world class concept work
- Providing callouts and breakdowns of concept for internal and external artists

## What you'll bring

- Excellent understanding of mood, lighting, color, shapes, composition, lighting, anatomy, material expression, etc

- A solid foundation in traditional arts, ex: figure drawing, landscape painting and illustration
- The ability to carry an idea from the conceptual phase to the finished illustration
- A good understanding of industrial design, architecture, and other relevant “form follows function” disciplines
- Good working knowledge of relevant 2D and 3D software; Up-to-date with industry trends, creative software and able to apply them in daily workflow
- Excellent interpersonal and communications skills, a go-getter and a great team player
- An excellent communicator, and fluent in English
- Good knowledge of the video game industry and awareness of typical video game development processes.
- Possesses the ability to take direction and feedback from the team as well as contributing your own ideas
- Ability to guide and mentor other artists

### What we'd like

- A link to your online digital portfolio alongside your application

### Relevant Experience

- 5+ years of experience creating high-quality 2D art, concepts, and designs for games
- Has shipped at least 1 game as a concept artist, preferably AAA

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits which we hope helps you settle into your life in Berlin:

### Your benefits:

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance.
- 26 days paid vacation per year. Additionally, you will get approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- Up to 350€ childcare support per child per month. In addition, we also offer 5 ‘care for ill children days’ per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.

- English and German classes for free. Main language in the studio is English.

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal.

For further information please check [bluebyte.de](https://bluebyte.de) and [berlin.ubisoft.com](https://berlin.ubisoft.com)