



# Lead 2D Artist (f/m/d)

**Berlin - Full-time - 743999908728543**

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Lead 2D Artist (f/m/d)

We are looking for a 2D Lead Artist to join our team and work on our games which are played by millions of players. You'll get to work with a team of talented 2D Artists to create immersive worlds and amazing assets. It's a big responsibility, but it also comes with a lot of opportunities to help grow and develop your team.

Your role as a Lead Artist will involve planning, organizing, and managing the work of your team to make sure that everything is delivered on time and up to our high-quality standards. We'll be looking to you to use your artistic, technical, and managerial expertise to make sure that everything runs smoothly and efficiently.

- 7+ years' experience as an artist
- Proven experience in the entertainment and/or video game industry
- Wide range of experience in all areas of game art, including creation of backgrounds, characters, game objects, user interface, animation
- Experience in team leadership and management
- Strong artistic skills
- Excellent knowledge in Photoshop or other equivalent packages
- Good knowledge in game engines
- Excellent communication skills and teamwork oriented attitude
- Problem solving attitude
- Able to drive change and inspire others to generate new ideas

## Responsibilities

- Work alongside the Art Director to help define the content and aesthetic direction of individual projects
- Lead the artistic team in the development of high-quality assets
- Define and establish art standards/ systems while ensuring all creative material is consistent
- Work directly with production to ensure that schedules and plans meet business and project needs
- Participate in the scheduling of his part of the project and maintain planning foresight
- Maintains effective informational flow to the team to ensure the team members are aligned with the project objectives

- Provide regular review and feedback on teams' work in a clear and constructive manner
- Maintain efficient collaboration between the team members and other dependent teams
- Maintain a close working relationship with the art director, product managers, and other teams to push the quality of the project
- Raise the bar for the project by demanding high results from self and team members
- Share knowledge and recommend best practices in your area of operation
- Ensure that produced and integrated assets respect the artistic vision of the game and meet the quality standards
- Guide, mentor and develop the team
- Have hands-on asset creation expertise, leading by example when required.
- Conduct 1on1s with the artists