

Position Summary: Filament Games is seeking a talented and bright Game Artist to join its core development team.

Qualifications: The Game Artist must have a Bachelor's of Fine Arts or equivalent experience and be proficient in Adobe Photoshop, Flash, SAI Paint Pro or equivalent painting software. The Game Artist must also have working knowledge of tangible illustration technique and the ability to translate written word to concept drawings. The candidate must understand 2D & 3D animation principles and have an online portfolio showcasing examples of his or her work. The Game Artist must be able to work with a team, communicate effectively, take constructive feedback, and meet strict deadlines. The ideal candidate will have worked on a computer game MOD or commercial title.

Duties: The Game Artist is responsible for completing illustrations, environments, 3D models, and animations with strict deadlines. Other responsibilities include processing artwork using Photoshop & Flash and working closely with our Technical artists and designers to create finished assets.

Position Level: Entry to Mid Level

About Filament Games: Filament Games is a game production studio that exclusively creates learning games. Our core competency is producing games that combine best practices in commercial game development with key concepts from the learning sciences. Accordingly, our senior staff is comprised of individuals who are equal parts game and instructional designers; a "dual literacy" that allows us to engineer authentic game-play mechanics (rules and interactions that directly correlate with specific learning objectives).

To Apply: To apply, please visit our website at www.filamentgames.com/jobs and click the "APPLY NOW" button next to the corresponding job posting. Include your cover letter, addressed to Connor Hayes, and resume. Please include your response to the first question below as well as three professional references in your cover letter. Please submit your files for your response to the second question in a zipped folder and attach to your application by using the "Upload work samples" option in the application. Applications that are submitted with links to online portfolios will receive extra attention.

Questions: Please respond to the following questions. Your response to the first question should be no more than one page in length, typed, included in your cover letter. Please submit your files for your response to the second question in a zipped folder and attach to your application by using the "Upload work samples" option in the application. You may include hyperlinks to external materials.

1. Why did you decide to go into Game Art as a career? Where do you want to be in your career five years from now? How does Filament Games fit into your long-term career goals?
2. In the timeframe of no more than 8 hours of contiguous work, create the following full-color illustration using the medium of your choice:

(a) A whimsical spaceship in the shape of a common household object (such as a teapot), complete with inhabitants, has crash-landed on an alien - yet familiar-looking - world. The characters should be engaged in either exploring the environment or repairing their ship. The Filament Games corporate logo should be prominently displayed on the side of the ship.<http://www.filamentgames.com/sites/default/files/singleLogoCopyrightMark.jpg>

(b) Submit this image in the following digital format, resolution and size: png, 300dpi, 640 x 940px

(c) Submit your rough sketches and concepts as well.

(d) Please ensure ALL WORK IS YOUR OWN. Do not use any derivative, open-source or previously copyrighted material. If such material cannot help but be included (i.e. a pre-rendered 3D model base/texture), please carefully cite it. Please submit your files for your response to this question in a zipped folder and attach to your application by using the "Upload work samples" option in the application.

Applications due: 5PM CST, March 31st

NOTE: Applications that do not include the information requested will not be reviewed.

Applicants will be considered for positions on the basis of qualifications and ability to perform the job for which they are applying without regard to race, religion, creed, sex, age, residency, national origin, disability, sexual orientation, marital status or physical appearance. Minorities are encouraged to apply.

Compensation

Commensurate with experience.

Benefits

Filament Games is an awesome place to work. Why? Because we make great educational games, and that means we're changing the face of education. Our office is conveniently located on the near east side of Madison, WI, a lovely Midwestern university town. Plus, we offer a competitive benefits package, flexible work hours, and a friendly work environment. So what are you waiting for? Apply today and help us craft the future of educational gaming!