



Intern Concept Artist [Anno] (f/m/d)

Mainz - Full-time - 743999763609176

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The Anno series delivers a rich city-building experience and provides players ample opportunities to create huge metropolises, plan efficient logistic networks, explore and settle new lands and dominate their opponents by diplomacy, trade or warfare. Our team is now looking for a talented Intern Concept Artist (f/m/d) to join us at Ubisoft Mainz in Germany.

[This position will be a paid internship and is planned for a duration of 6 months]

In this role, you will work as part of a multi-disciplinary team, with your major focus being the creation of terrific concepts and artworks to define the look, mood and style of architectures, environments and props of our game world.

What you will do:

- Create concepts, paintings and illustrations as well as detailed production artworks
- Ensure that concepts are suitable for the production needs
- Close collaboration with the Art Director / Lead to work within the visual style of the world

What you bring:

- Creative and imaginative mind with a great understanding of form, color and light
 - Strong Photoshop skills
 - Good communicational skills and a positive attitude
 - Very good command of spoken and written English
- * A strong interest in the video game industry is a plus
- * A background in architecture design is a plus
- * Being able to integrate 3D tools (Blender, 3Ds Max, zBrush...) in your workflow is a plus

What to send our way:

- Your CV, highlighting your education, experience, and skills
- A cover letter including your earliest starting date and why you would like to join us
- A portfolio of your work. You may do so by providing a link to an online portfolio (preferred), or attaching documents to your resume

All portfolios must contain a detailed shot breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, portfolio, screenshots, etc.

- The portfolio should contain the following:
 - Examples of architectural designs
 - Examples of style variety

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Your benefits:

- 12 days paid vacation for the duration of the internship (6 months). Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the Mainz region each year.
- Flexible Working Hours: We have core working times between 10:00 AM - 04:00 PM and the distribution of the other hours is up to you.
- 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.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- English and German classes for free. Main language in the studio is English.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.

For further information, please check <https://mainz.ubisoft.com/en/>