



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

Berlin - Full-time - 743999774814642

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The Role

As a Lead concept artist at Ubisoft Berlin you will lead, mobilize and develop an art team within a collaborative multidiscipline environment; define and track the schedule for the team, manage and mentor team members, and be a key player in the artistic style of the project.

What you'll be doing

- Plan, prioritize and set inspiring objectives for your team members all year long
- Empower your team members with clear expectations and hold them accountable for their key results
- Provide your team members with ongoing and meaningful feedback on performance and development -- ensuring positive acknowledgement of all achievements, both big and small
- Engage and positively influence team members and stakeholders around a vision

What you'll bring

- Solid understanding of mood, lighting, color, shapes, composition, 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
- Motivation Letter explaining why you would be a good team leader

Relevant Experience

- 7+ years of experience creating high-quality 2D art, concepts, and designs for games
- Has shipped at least 2 games as a concept artist, preferably at least one being an AAA title

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 and berlin.ubisoft.com