

**Senior Conceptual Artist**  
**Toronto/Edmonton/Montreal**

Work closely with a talented team to provide artistic and aesthetic vision.  
Translate visual development and ideation into polished production-ready work.  
Set and maintain a standard of art by providing a wide variety of different and viable solutions.  
Provide research and conceptual development ideas independently.

**Qualifications:**

**Education and Experience**

Various degrees of education and experience will be considered provided the applicant's portfolio demonstrates the following requirements:

A versatile and exceptional 2D art application.

Strong painting skills in traditional and/or digital illustrations and use of color.

Background and desire to work on environmental concepts.

Versatility to work everything from environments to characters, and in any genre.

Demonstration of a concept's evolution from rough ideation to a final tight drawing or "blueprint".

Familiarity or experience with 3D programs and 2D vector-based art applications is a plus.

**Skills / Abilities / Knowledge / Personal Suitability:**

Good ability to create a large volume of quality concept art within tight deadlines throughout the project's development is required.

Self motivated and demonstrate initiative; compatible within an environment requiring minimal direct supervision.

Excellent ability to work in a team, share concepts, ideas.

Ability to give and receive constructive critique is required.

**Portfolio and Resume:**

Interested applicants may forward their resume by e-mail and submit a 2D portfolio either digitally (preferred - no originals please) or by mail. Please include samples from at least three of the following categories:

Environment - Architecture integrated with terrain

Interior architecture

Character/Costume design

Creature design

Vehicles and technology

Props, items, objects