

Senior GUI Artist

Edmonton/Toronto

Preference towards applicants that exhibit:

Technically savvy with strong problem solving skills.

Some management experience of a team or outsource pipeline.

Expert-level 3DSMAX user.

Portfolio Requirements

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, screenshots, scanned pictures, web page portfolio, etc. We would also like you to include your name in the subject line of your emailed application, as well as the competition number of the position(s) that you are applying for.

Please submit a portfolio, including some (or all) of the following:

3D portfolio

Modeling, texturing, and lighting applied to exterior architecture.

Modeling, texturing, and lighting applied to interior architecture and design.

Natural / organic environments.

Plusses:

Examples of the above in a low poly format.

Modeling, texturing, applied to scene prop objects.

Modeling, texturing, applied to the human figure, animals, or character designs.

Unwrapped textures applied to buildings, characters, and organics.

Effects animation both natural and fantastical.

Various animations applied to ambient objects and characters.

2D portfolio (no originals please)

Architectural rendering.

Color work and examples of tonal coordination.

Environmental design both interior and exterior.

Figure drawing.

Conceptual drawings applied to architecture, natural environments, props, etc.

Technical drawing.