

V I C T O R Y S U A R E

Victory Square Games is looking for someone that can work with the Art Director to animate characters, create illustrated backgrounds, and design interfaces. However, we don't expect to find a candidate to do all of these things, so if you fit at least two of the three main skill sets, please apply.

What we're looking for:

- Interface design
- Strong illustration skills (characters, environments, etc.)
- Good sense of composition and colour
- Ability to work both in Illustrator and Photoshop comfortably
- Understanding of basic frame by frame animation, and how to animate realistic movement
- Willingness to learn, receive critique, and work hard

Nice to have:

- Worked with a team to ship a game before in some capacity
- Experience with Unity
- All three skill sets

Compensation to be negotiated based on specific asset lists we'll provide.

Please discuss briefly your experience with design, illustration and animation and what you feel is your stronger skill set.

Thanks in advance to all those who apply.

E-mail resumes and links to portfolios to:

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