



Junior Graphic Designer

Are you the junior designer we're looking for?

We're PikPok, New Zealand's longest standing game developer, and we make great game experiences. We want to create and entertain, be successful and enjoy what we do, and we're looking for people who want that too. Over the years, we've built and published loads of games for all sorts of platforms, most recently titles like I Am Monster, Into the Dead 2 and Dungeon Inc. Our teams are small, and everyone involved can contribute to the decisions that shape our products. We're always working to build and maintain a safe and fun studio culture and we welcome applications from candidates with a diverse range of backgrounds, skills, and experiences.

Which brings us to you - we're looking for a talented Junior Graphic Designer who knows how to work well within a highly creative, team-focussed environment. Our Designers work with other creative, production and marketing staff to design and implement top-shelf graphics solutions for all of our game titles. You'll need to be a confident and enthusiastic communicator – someone who appreciates collaboration and iteration as a means to achieve the very best results, possess a solid work ethic and have a keen eye for design and detail.

You're the kind of person who:

- Takes pride in their work and strives to deliver their best
- Looks for opportunities to grow as a designer and artist
- Is a quick learner
- Is a great communicator and listener, with strong soft skills
- Can accurately estimate work, and can adapt to changing requirements and timelines
- Actively works to collaborate with others in all disciplines

We're the kind of studio that:

- Loves making great games
- Cares about work/life balance
- Tries to be proactive in understanding your needs through 1-1s and regular feedback rounds
- Can be flexible around family requirements

Requirements:

- Developed skills in general image creation and manipulation – you must be able to push **and paint** pixels to a high quality, production-ready standard
- Have the basics down: a demonstrable ability in general art and design practice: typography, layout, composition, colour theory, etc.
- Strong competency with Adobe CC
- The ability to work effectively across a diverse range of styles
- The ability to communicate effectively and with confidence
- A positive ‘can-do’ attitude, great work ethic and enthusiasm for iteration in pursuit of consistently excellent results
- The capacity to work well under pressure and to efficiently manage tight deadlines
- Must be eligible for NZ Visa
- Fluent in English

Desirable:

- Some studio/practice experience, in some capacity
- Some working knowledge of professional-grade 3D software
- Some working knowledge of professional-grade motion/editing software

If this sounds like you then please take the time to look over some our work by visiting www.pikpok.com. The site is filled with examples of the type of work we’re looking for and the level of quality we look to achieve. Better yet, go ahead and play some of our games if you haven’t already!

Contact:

If you’re interested in applying please do so via the Trade Me job listing located [here](#). Applications not including a portfolio will not be considered. If group work is included in your portfolio, then please provide and accurate and detailed breakdown of your specific contributions.