



Concept Artist

We're looking for a Concept Artist to join the ranks of our growing team!

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 loads of games for all sorts of platforms, most recently titles like **Agent Intercept**, **Rival Stars Horse Racing** and **Into the Dead 2**. 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 diverse candidates and those with a range of backgrounds, skills, and experiences.

Which brings us to you - we're looking for a talented Concept Artist who knows how to work well within a highly creative, team-focussed environment. You'll be at home in Photoshop, have a wide range and be able to jump quickly and effectively from one project to another. You'll need to be as comfortable with world building as you are with character design and enjoy a fast-paced environment and the challenges that entails. You'll also need to be a confident and enthusiastic communicator, someone who appreciates collaboration and iteration as means to achieve the very best results.

You're the kind of person who:

- Takes pride in their work and strives to deliver their best
- Looks for opportunities to grow as an artist
- Is a quick learner
- Is a great communicator and listener, with strong soft skills
- Wants to contribute to building successful teams with good processes
- Accurately estimates 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

You can expect to working on:

- General Concept Art and visual development in support of new IP generation and game pre-production
- Illustration in support of product launches, promotional campaigns and product pitches
- General art and design related material as required

Requirements:

- A keen creative eye, with the ability to work effectively across a broad range of styles and in-sync with the type of work and to the level of quality PikPok is known for
- Strong competency with Photoshop
- A proven track record contributing to successful creative industry projects
- Proven workflow, task management and scheduling skills
- The ability to communicate effectively and with confidence
- A positive 'can-do' attitude, great work ethic and strong sense of initiative
- The capacity to work well under pressure and to efficiently manage tight deadlines
- Fluency in English
- Due to current border restrictions, all applicants must be currently present in NZ, and hold an existing right to work (citizenship, permanent residence or visa providing an avenue to employment)

Desirable:

- Some experience in a professional, studio environment: games, web, graphic design, etc.
- Familiarity with Agile development practices

Contact:

Please send your resume/CV, covering letter and portfolio to: careers@pikpok.com. Applications not including a portfolio will not be considered. If group work is included in your portfolio, please provide an accurate and detailed breakdown of your specific contributions.