



## Associate Art Director

**We're looking for an Associate Art Director 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 ***Into the Dead 2*** and ***Rival Stars Horse Racing*** on Android and iOS, and ***Agent Intercept*** on Apple Arcade. 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 skilled Art Director who knows how to work well within a highly creative, team-focussed environment. You'd be working with other directors, designers, and production art staff (among others) toward the design and implementation of top-shelf solutions for all of our titles - working across a wide range of styles and genres. We need someone who is thoughtful, reliable and versatile in their work - able and willing to deal effectively in a wide range of circumstances. You should 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, designer and director
- Is a quick learner
- Is a great communicator and listener, with strong soft skills
- Wants to contribute to building successful teams with good processes and positive team culture
- Accurately estimates work, and can adapt to changing requirements and timelines
- Actively works to collaborate well 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 be:

- Working alongside the Studio Art Director (and independently as required), to aid in the visual development of our products: producing artwork, providing review and critique, and working with and alongside production teams.
- Providing general support and capacity to the discipline of Art Direction.
- Developing an understanding of the wider visual and experiential goals of projects and contributing meaningfully towards this in your work (and guiding other art staff in this too).
- Working independently in facilitating and maintaining constructive lines of communication and workflows, when collaborating with project teams.

## The ideal candidate would possess:

- A proven ability to work directly across a diverse range of styles, in-line with the type of work and to the level of quality PikPok is known to produce
- A broad skillset at a technical artistic level - aka be able to jump between software and various art methodologies
- Several years' experience with an established background in Illustration and graphic design practice, in a studio or agency environment
- Some games industry experience and knowledge
- Expert-level knowledge of Adobe CC
- A strong aptitude for learning and developing new skills, and expanding one's creative knowledge
- 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 effectively under pressure, and to efficiently manage tight deadlines when required
- A willingness to mentor, support and inspire others
- Fluency in English

## Candidates must have an already established right to live and work in NZ.

If this sounds like you, then please take the time to look over some of our work by visiting us online at [www.pikpok.com](http://www.pikpok.com). The site is filled with examples of the type of work we're looking for and the level of quality you'll be expected to achieve. Even better, and if you haven't already, go and play some of our games!

## Contact:

Please send your application along with a digital copy of your résumé /CV to: [careers@pikpok.com](mailto:careers@pikpok.com). Be sure to include a (clickable) link to your online portfolio and please note that applications without an accompanying portfolio will not be considered.