

2D Artist (Mobile apps and games)

Outblaze Limited

As a 2d Artist, you will be required to bring to the table creativity when designing graphics for our games and apps. You will have experience in creating at least some of the following: Environments, Characters, Lighting, VFX, Animation, UI and concept art. You will also focus on UI architecture, interface and interaction flow of mobile applications.

You should be able to follow style guides from different brands and occasionally engage with game engines. You will collaborate with others on projects including game designers, programmers, and technical artists to create rich assets as per technical requirements or as envisioned by the Producer.

Responsibilities:

- Work with the Production team and other artists to define key milestones and deliverables and contribute towards improving production pipeline
- Designing graphics for mobile games, apps, e-book content and other publications as necessary
- Bring innovation and resolution to technical problems and challenges throughout production
- Support engineering development by updating and modifying artwork to meet technical requirements in a timely and efficient manner
- Actively accept and provide feedback and critique to/from Producer, Leads and artists
- Make a significant, direct contribution to the creation of art within the organization
- Keep up-to-date on graphic techniques, trends, styles, etc. in our industry.

Qualifications:

- Design graduate; Certificate in Design or above
- Proficient in Adobe Photoshop, Adobe Illustrator, After Effects; 3D Studio Max a plus
- Experience with UI design for web or mobile apps is a plus
- Excellent graphic, hand drawing, illustration and conceptual skills
- Interest in computer games, game development, or creating artwork targeted at children

Software Engineer (Mobile Game Development)

We are world leading mobile apps developers. To cope with rapid expansion, we are looking for high caliber people to join our team.

Responsibilities:

- Actively participate in our agile game development process for both ongoing and new projects.
- Work within small, cross-functional teams consisting of talented and passionate product owners, designers, artists, and other engineers to ensure smooth development of quality products.
- Write clean, maintainable and optimized code with test coverage and source control.

Qualifications:

- Degree/Higher Diploma in Computer Science/Multimedia or related disciplines.
- Proven track record with mobile game development using Unity (using C#) and/or Cocos2dx.
- Strong working knowledge of the Android and/or iOS ecosystem, including the tools and APIs.
- Familiarity with all facets of game development, including textures, animations, GUI, game physics, particle systems, sound systems, etc.
- Solid understanding of object-oriented programming.
- Familiarity with third-party SDKs and back-end services integration.
- Ability to constantly learn and stay in touch with evolving game standards and development technologies.
- Knack for writing clean, readable, and easily maintainable code.
- Knowledge of code versioning tools especially Git.
- Strong communication, analytical and problem solving skills.
- Be flexible and able to function well in a fast-paced environment with rapidly changing deadlines and projects.
- Most importantly, you need to love games and be keen to explore new ideas!

Bonus Skills:

- Prior experience with a well-known mobile title
- Familiarity with level design and planning
- Experience optimizing memory and space usage for support of older hardware
- Experience with backend development and/or management, especially using cloud platforms (e.g. AWS, GCP, etc).
- Experience with 3D.
- Experience implementing automated testing platforms and unit tests.
- Experience with other game frameworks/engines, e.g. Unreal.
- Experience with Functional and/or Reactive programming.

- Familiarity with current design and architectural patterns.
- Familiarity with Agile product development principles and process.
- Experience with machine learning/AI technologies and tools.