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## Pixel Artist (Full Time/Intern)

### Responsibilities:

- Come up with interesting and unique designs for characters, levels and props
- Outline, shade and render pixel art assets at industry standards in accordance to the style used in the game
- Create coherent animations for pixel art characters, both hand-drawn and keyframed
- Join the team in exhibiting at conventions as and when required
- Perform additional art and design related tasks as and when required, including sketching, illustrations etc
- (For full timers): Provide training for other junior and intern pixel artists

### Requirements:

- An aspiration and dream to work on indie games, understanding the drawbacks and increased responsibilities of such a position
- Knowledge of pixel art fundamentals such as anti-aliasing, hue shifting etc
- The ability to adapt to different art styles as required
- At least 1 year (intern) or 3 years (for full timers) of experience in pixel art, whether professionally, as part of coursework or as a hobby
- Good communication and explanation skills
- An interest in the project that is being worked on (Slime Squadron: Harpy Raiders)
- A constructive and proactive attitude at work

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If Interested, contact us here:

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