

Country: Canada

Province: Prince Edward Island

This position is sponsored by the Canada Summer Jobs Program and therefore we will only be considering applicants between the ages of 15 and 30.

Job Title: 2D Artist/ Low-poly 3D Artist - Summer Position

Job Description: The videogames that are developed by Other Ocean Interactive require a broad range of skills from members of the Art Team. Our projects range from HD Xbox 360 games to low resolution DS titles. Some games are based around 2D sprites, while others employ sophisticated 3D engines. All of them require professional & creative artwork, animations and designs. To be considered for a position in our art department, applicants should be able to demonstrate that the artwork they are capable of producing is as good as that found in commercial videogames.

Working within the Art Department to assist with animation and art tasks, create and maintain both 3D and 2D animation for characters, props and cinematics. Have the necessary skills for implementing assets into a game engine. Ability to work with art production programs (Maya/Max, Unity, Photoshop, Flash). Discover, reproduce and log software bugs, complete checklists, utilize various tools, programs, and websites to aid in testing.

We prefer our artists to be as versatile as possible. Applicants should have at least one of the following skills and abilities:

- 3D polygon modeling
- UV texture mapping
- Sprite / Pixel creation and animation
- 2D & 3D animation
- Graphic Design / Interface Design
- Conceptual art
- Special effects animation

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The software we use includes Photoshop and Maya. Training will be given if necessary, though some experience of similar graphics applications is expected. Our artists tend to have an interest in the design of games and will often be involved in level design and game design. We try to accommodate each artist's chosen specialty whenever possible, and we give everyone the opportunity to try new aspects of art production as much as we can.

At Other Ocean Interactive, there are plenty of opportunities for career development. Junior Artists will have time set aside for training and mentoring. All members of the Art Team have the chance to attend workshops and industry events in Canada and other countries. Our relaxed and comfortable working environment makes use of the latest equipment and software, as well as a great collection of videogames and consoles!

Please submit portfolios, resumes, and inquiries to employment@otherocean.com with the subject "Artist"