Augmented Robotics

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Lead Artist (EN&DE)

Description
Work with young, enthusiastic, and talented people in a relaxed work atmosphere. Build your own team and take charge of it. Be part of an up-and-coming young company and leave your mark on it.

Responsibilities

- Leading and building a team of talented young people in the creation of Augmented Reality games
- Mentoring of the team
- Creating the artistic vision of our games
- Creation of artistic vision for a young company
- Ensuring a unified style across multiple teams that include social media and marketing
- Project management and cooperation with internal teams and external partners

Qualifications

- A degree in digital art, art, game design or comparable degree/industry experience
- fluent in both english and german
- Experience in leading a team
- Experience in the realm of game development from the artistic and/or management side, preferably with some experience in publishing games
- Experience in working with Unity or comparable
- Experience with art software (Photoshop, Illustrator, After Effects, Blender, 3Ds Max, ZBrush Substance Painter and so on)
- Bonus: Experiences with AR frameworks
- Bonus: Experience in Game Design

Job Benefits

- A young and committed team coming from the startup environment
- Dynamic and challenging tasks bring the possibility to use your own ideas on how to realize things
- Powerful hardware on which will be developed
- Flexible work hours and a good work-life-balance
- A relaxed work environment without dress codes
- We consider an appropriate salary as a matter of course

Contacts
jobs@augmented-robotics.com

Hiring organization
Augmented Robotics

Employment Type
Full-time

Beginning of employment
01.03.2022 or later

Duration of employment
2 years

Industry
Augmented Reality Games

Job Location
Bismarckstraße 10-12, 10625, Berlin, Charlottenburg, Deutschland

Working Hours
40 hours per week

Date posted
February 7, 2022

Valid through
31.05.2022