

Job title: Technical Artist
Job type: Full time, employee
Industry: Gaming
Years of Experience: 2 +

Novomatic Group of Companies is the largest gaming technology company in Europe expanding its business to North America. Novomatic is an integrated, global gaming company producing, distributing and operating high tech gaming equipment in well-regulated markets around the world. Our US subsidiaries focus on the development and distribution of gaming equipment in the North American and Caribbean markets.

In order to strengthen our US team in our office in Mt. Prospect, Illinois, the newly created position of **Technical Artist** is vacant.

JOB SUMMARY:

The Technical Artist acts a bridge between the artists and programmers, ensuring the art content and features are easily integrated into the game, while respecting the artistic vision and technical constraints of the project. You will work hand-in-hand with designers, software engineers, and other artists from conception to release. This candidate will work hands-on in the preparation of final art, but will also be responsible for developing guidelines and methodologies that enable all members of the design team. The Technical Artist will have a deep technical knowledge of static art, animated characters and props as well as visual effect (particles), and UI. The role will act as a conduit between the engineering department and the art and design teams.

ESSENTIAL DUTIES AND RESPONSIBILITIES:

- Provide assistance to Artists in the creation and hand-off of production-ready art and animation assets.
- Help establish standards, conventions and best practices for asset creation and integration of workflow.
- Ensure that assets are being properly integrated. Manage resolution when problems arise.
- Review assets relative to technical and integration requirements before hand-off.
- Act as a conduit between art and engineering departments.
- Manage art related performance issues and technical budgeting.
- Diagnose problems related to asset preparation and quickly deliver solutions.
- Partner with Art and Engineering to ensure product vision and quality benchmarks are met.
- Willing to learn and work within deadlines.
- Maintain impeccable tool skills with continuous improvement and growth.
- Develop and maintain a professional image in representing Novomatic Americas in both personal interfaces and those communicated via the phone and/or email.

SKILLS/QUALIFICATIONS:

- 2+ years of experience in a similar role as Technical Artist within the video game and or gaming industry.
- Associate's or Bachelor's Degree in Art or related technical field.
- Experience with Game Engines: Unity, Unreal, Godot, and or Cocos2d a plus
- Advanced expertise using Adobe Creative Cloud Suite – Photoshop, Illustrator, After Effects.
- Thorough understanding of UI and UX design practices.



- Adept at balancing trade-offs between quality and performance.
- Strong oral and written communication skills for both design and engineering audiences.
- Agile at navigating multiple projects and priorities.
- Experience with scripting languages a plus.

The position is vacant as of now. Compensation package commensurate with experience - Please add your compensation expectations together with your resume and portfolio.

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Candidates are subject to pre-employment drug screens and background checks. Employees must meet all requirements of applicable regulatory agencies.

