

Stellenangebot vom 15.04.2025

## Senior Game Artist - Heroes of History (New Mobile Game)

|                        |                             |
|------------------------|-----------------------------|
| Fachrichtung:          | Art / Layout / Illustration |
| Art der Beschäftigung: | Vollzeit                    |
| Eintrittsdatum:        | ab sofort                   |
| PLZ / Ort:             | 22761 Hamburg               |
| Land:                  | Deutschland                 |

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### Firmendaten

|                      |                       |
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| Firma:               | <b>InnoGames GmbH</b> |
| Straße & Hausnummer: | Friesenstraße 13      |
| PLZ / Ort:           | 20097 Hamburg         |



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### Ansprechpartner

|                      |                  |
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| Name:                | HR Team          |
| Position:            |                  |
| Straße & Hausnummer: | Friesenstraße 13 |
| PLZ / Ort:           | 20097 Hamburg    |

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### Job-Beschreibung

If you believe in open communication, delivering great results as part of a team, and like to focus on Art and composition of one of our newest mobile titles, then you might be the person we are looking for!

#### Your mission

- **Create.** Conceptualize, design, and create a range of art assets mostly focusing on buildings, but also including characters, landscapes, and environments to be used in our games.
- **Contribute.** Deliver creative ideas to a living game.
- **Collaborate.** Work closely with Game Designers, other Artists, and the Team Lead Art to help devise the game's visual style and direction through concept. Collaborate with a

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positive attitude within the Art Team in the creation of new concepts and designs.

- **Take action.** As one of the main artists, you will be defining the look and feel and strongly contribute to our game's art direction and vision.
- **Explore.** Do research and integrate visual reference into concepts.

## Your skill set

- **Expertise.** You have gained professional experience (5+ years) working as a Game Artist.
- **Hands-on experience.** You have an outstanding portfolio of work demonstrating the expertise in creating environmental and architectural game assets.
- **2D & 3D tools.** You bring outstanding design and illustration skills using Adobe Photoshop or similar, and have good knowledge of Blender or any equivalent 3D software.
- **Generative AI.** You are interested in AI and are utilizing it to streamline the production of art assets.
- **Communication skills.** You have excellent team and communication skills and the willingness to work iteratively in a collaborative environment.
- **Passion.** You are passionate about Art applied to game - a good sense of composition, shape language, color, and lighting.
- **Creativity.** Ability to iterate, change, and develop designs based on art direction and style guides.
- **English as company language.** You look forward to using your excellent English skills in both spoken and written form daily.

## Your power-ups

- **Career opportunities.** Level up with excellent training and development opportunities, such as online trainings, InnoVersity and conferences.
- **Outstanding benefits.** Get 28 vacation days, a sabbatical, mobile device, contribution to your public transport ticket, and more.
- **Flexible working hours.** We offer trust-based working hours as well as active breaks - play table tennis with your team, work out in our gym or go to our rooftop terrace to get some fresh air.
- **Hybrid Working Model.** We offer our colleagues the flexibility to choose between working from home and our modern offices in central Hamburg. With regular times planned together at the office during our [Office Days](#), we keep up our unique InnoGames spirit!
- **Compensation & Fair Play.** We have career models as well as market-competitive salary grids in place that ensure that we treat our employees fairly. The salary for a senior-level position ranges from € 53,000 - 68,000 gross. The salary ranges for other seniority levels differ. Your seniority level (junior, regular, senior) will be evaluated during the interview process.
- **Team of specialists.** Be part of a stable, growing, and award-winning global company. Meet your future colleagues in [Creative & Product Management](#).
- **Team events.** Participate in regular team events (e.g., wine tasting, cooking, paintball), barbecue together on our rooftop terrace, and enjoy regular company-get-togethers.
- **Relocation assistance.** If you are interested in relocating to Hamburg, we will help you

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relocate to Hamburg regarding all the needed resources.

InnoGames is one of the leading German developers and publishers of mobile and browser games and a certified Great Place to Work®. The climate-neutral company based in Hamburg was founded in 2007 and is now part of Modern Times Group (MTG). Together with 350+ employees from over 40 nations, the company founders develop unique games that provide many years of fun for millions of players around the world. InnoGames is best known for Forge of Empires, Elvenar and Tribal Wars, but the company is continually expanding its now 10-game portfolio across platforms and genres. Most recently, InnoGames launched Heroes of History, a novel combination of city-building and hero-collection. Excited to start your journey with InnoGames and join our team as a Game Artist? We look forward to receiving your application as well as your salary expectations and earliest possible start date through our online application form. Saara Harris would be happy to answer any questions you may have.

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