

INTERNSHIP OR PT EMPLOYMENT

POSITION DESCRIPTION AND QUALIFICATIONS

Company: Synergy Design & Construction Inc.
Position Title: 2D/3D Artist
Reports to: Development Team Manager
Location: Virginia Serious Game Institute (Mason Science & Tech Campus),
Telecommute, and/or Fairfax Campus
Time: 10-20 hrs. per week
Salary: \$13 per hr., but up to \$16 with experience.
Contact: Submit Resume/Portfolio to smartin4@gmu.edu ASAP
Available: Start date: September 26th, 2016

Position Description Summary:

The Artist will create original 2D and 3D assets for a software platform. The artist may participate with Product, Design, and Technology teams to design art for a broad range of areas including: Educational Applications, Website UI/UX, and Streaming Channels.

Essential Functions:

- Design and implement the Website UI, Platform UI and UX.
- Create UI assets, including layouts, buttons, animations, and FX.
- Create concept designs and sketches for platform environments.
- Some video pre- and post-production and editing experience.

Qualifications for this Position:

- Some experience preferable working with developers, programmers, and project managers
- Understanding of the software development process and art pipeline.
- Strong cross-functional communication skills; verbal, written, and visual.
- Ability to take direction and criticism well.
- Proficient and knowledgeable in current art and UI development tools and software, including but not limited to: Adobe Creative Cloud, 3D Studio Max, DesignerVista, LivePipe, Web 2.0.

Preferred:

- Strong UI/UX design skills and some knowledge of Javascript Framework
- Strong passion for Original Design and Technical Competency
- Team player who understands the value of regular and effective communication and team-based problem solving.