



Job Title:	Artist	Job Category:	Independent contractor
Department:	Development	Pay Scale:	By bounty
HR Contact:	CombatSwift or Thechemicalwolf	Manager:	Art Manager

Application Requirements

Fill out application at <https://northwoodstudios.forms.app/application-form>

Applicants must be at least 18 years of age.

Must have an attached portfolio.

Job Description

Role and Responsibilities:

An Artist creates visual assets for SCP:SL. They work closely with other Development teams to fully implement an asset into the game. Possible fields of interest include animation, character modeling, concept art, hard-surface art, and particle effects.

Responsibilities:

1. Work on tasks assigned by the Art Manager.
2. Keep the Art Manager and Art Supervisor updated on the progress of assigned tasks.
3. Attend team meetings chaired by the Art Manager.
4. Adhere to deadlines.

Requirements:

- Good communication skills.
- Able to work well under pressure.
- Ability to work in a team.
- Have a relevant art portfolio.
- Experience in programs such as Blender, Maya, Substance Painter, and other programs (if applicable).
- Experience with Unity.
- Prior experience working as an artist for a game studio will be advantageous.

Platform-Specific permissions:

- Artist and Development roles on the staff Discord.
- Studio Staff role on the public Discord.
- SCP:SL Artist in-game badge.

Last Updated By:	Ender#4488	Date/Time:	06/10/2021
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