



MadOverGames  
1525 Gold St # 3208,  
Alviso, CA 95002

[career@madovergames.com](mailto:career@madovergames.com)

---

## 2D Game Artist

MadOverGames is one of the top social mobile gaming companies with its HQ located in California, USA and offices in India and Europe. MadOverGames have been one of the top game developers on Apple App Store and Google Play Store.

For more information, please visit [www.madovergames.com](http://www.madovergames.com)

We are looking for a world class 2D Game Artist to help us develop the next generation of mobile social games! We are looking for fun, energetic people who have a passion for building great products and bringing our games to life. So, if you think you have the chops to deliver something unique, come join us!

### Responsibilities

- Paint and/or photo-manipulate resources to create a large volume of assets set in a specific style
- Mockup icons & banners with a quick turn around time
- Able to emulate preconceived style art
- Ability to take character and environment concepts to final phase in a timely manner
- Polish final character and environment assets for use in-game
- Create highly polished illustrations to be used in game and in marketing art
- Analyze live game data to constantly improve the player experience and optimize game levels
- Playtest games in development extensively
- Work directly with engineers, product managers, and other game development disciplines throughout the game's lifecycle

## Requirements

- Bachelor's Degree, preference for study in an art field
- 1-2 years of industry experience as a 2D artist
- Proficient in painting and editing in Adobe Photoshop
- 1+ years of experience with designing and painting concept art (maps, layouts, backgrounds, designs, environments, buildings and characters)
- Strong sense of color, design, architecture
- Team player, able to take direction, work toward very specific objectives with minimal supervision
- Can self manage and meet deadlines when under pressure
- Experience with Unity3d is preferred
- Experience with Spine animation is preferred
- Experience with Adobe Illustrator is preferred
- Strong analytical capabilities and strategic thinker
- Understanding of what makes games fun and the current mobile gaming marketplace
- Excellent communication skills, including both verbal and written communication
- Ability to adapt to changes during the entire production cycle

## To apply

Kindly send your resume and portfolio to [career@madovergames.com](mailto:career@madovergames.com)