



# HYBRID GAMES

PortalOne develops mobile-first “Hybrid Games” that combine games and live shows to give users a more engaging games experience, with stunning visuals and interactivity. This convergence of entertainment forms means that our workforce is a mix of people from diverse industries, all working as a single team to create new workflows and pipelines to support production and delivery of next generation gaming entertainment. With founders and colleagues who have pioneered #1 hits in the gaming, film and TV industries around the world, ours is a culture of embracing challenge and breaking barriers to bring great entertainment to life.

## Concept Artist

### JOB DESCRIPTION AND RESPONSIBILITIES

We are looking for an experienced and visionary concept artist who can create conceptual artwork that defines the style, look and feel of our games as well as inspire team members to produce the best looking worlds, props, characters and overall visuals possible.

Your responsibilities will include:

- Creating conceptual designs for environments, props, characters, visual effects, logos, paintovers, storyboards, color and lighting compositions
- Working closely with designers, the art director and others to create inspirational and functional conceptual designs for both internal and external production
- Assisting in the creation and/or gathering of marketing and promotional art assets
- Review and provide feedback on work produced by in-house and external artists, in association with the art director and other team members

### SKILLS & REQUIREMENTS

#### REQUIRED

- A minimum of 3 years of recent relevant professional experience in the video game or film industries
- A solid understanding of real-time 3D game engines and industry-standard art production pipelines
- Familiarity with how 3D games are created, and basic knowledge of how 3D software works
- Strong aesthetic eye and understanding of multiple visual media and techniques
- Exceptional skills in art fundamentals such as anatomy, composition, color theory, architecture and lighting
- Well-developed visual communication skills in order to clarify and explain what the art production team needs to create
- Ability to create tangible, production-ready conceptual artwork within a defined set of technical restrictions (i.e. real-time rendering on mid-end mobile devices, etc)

- Full-working proficiency and fluency in English (ability to discuss work-related tasks verbally and in written form)

## PREFERRED

- Familiarity with graphic design and typography
- Ability to work in 3D applications such as Blender, Maya, ZBrush or Max (in order to quickly block out or iterate on scenes or other types of production assets)
- A passion for games, animation and VFX
- Strong soft skills (Professionalism, Communication, Teamwork, Self-Awareness, etc.)

## WORKING AT PORTALONE OFFERS YOU:

- Competitive salary
- 25 paid vacation days per year, plus public holidays
- 35 weeks of paid maternity and 10 weeks of paid paternity leave
- Pension program
- Healthcare insurance
- Paid mobile phone subscription
- Paid gym membership

You will be working in an environment that is supportive, team-oriented, and collaborative. Your work will have a direct influence on the development of our products.

In addition to the professional growth opportunities and general benefits, joining the PortalOne team also offers some nice lifestyle perks. Our offices are located in the heart of downtown Oslo, just a few minutes walk from the waterfront and the central train station, granting easy access to all transportation.

We are residents of the MESH co-working space, so we are part of Scandinavia's most vibrant community of innovative companies. You get arcade machines, ping pong, networking, social activities and a creative atmosphere all in one package.

Oslo itself offers the opportunity to easily combine an urban lifestyle with outdoor pursuits. The full range of European cultural offerings comes with the city, but with the added benefit of numerous summer and winter sporting activities just a subway ride away.

**\*\*REMOTE WORK POSSIBLE\*\***

## JOIN OUR TEAM!

Please send the following to [join@portalone.com](mailto:join@portalone.com):

1. CV
2. Cover Letter
3. Portfolio (that demonstrates expertise in conceptual design across a variety of areas)
  - *Submission of a portfolio is required and should demonstrate examples relevant for this position*
  - *The portfolio should contain a mix of both personal and professional examples*
  - *A link to an online portfolio is preferred (ArtStation, Dribbble, personal website, or similar)*