

Company: StarToons Ltd.

Job Title: Animation and Video gaming Artist

Job Type: Full Time

Salary: £25,830-£35,990

About the Company:

At StarToons we create and provide the best entertainment experiences.

Starting up from a small flat studio to growing into a notable Video Game and Animation company in the UK, to collaborating and signing deals with notorious Gaming and Animation companies in Japan and China – here at StarToons we are proud and eager to find talented and passionate artists into our team to help our company grow further. And if you speak Japanese or Chinese that would be fantastic but is not essential. Join us and work on the most innovative, large-scale and artistic projects to be found in any entertainment platform.

What do we do?

- We design and build a diverse range of props for sets.
- We enrich in-game environments through working with a variety of both professional and non-professional people to design and build the best video game experience possible.
- We design characters, environments, weapons, vehicles and other props that will appear in our developed video games and animations.
- We collaborate with the best video gaming and animation companies in Japan, China and America.

Benefits:

- Referral Programme
- Pension Scheme
- Gym membership
- Discounted food and free drinks in canteen
- Company events and collaborations abroad
- Free parking
- Cycle to work scheme
- Casual dress
- Work from home

Responsibilities:

- Create a wide range of sketches, drawing of characters, environments, weapons, vehicles and other props that would appear in our newly developed video game and animation trailer.
- Pursue high quality across all technique, artistic and aesthetic aspects.
- Proactively seek feedback from Creative Directors.

- Managing competing priorities effectively ensuring that all parties are always updated.
- Participate in problem solving artistic solutions to technical problems. • Actively pursue knowledge of all aspects of gaming and animation creation.

Qualifications:

- BA: Fine Arts
- MFA: Game Art and Animation

Essential Skills:

- Designing characters, environments, other video gaming aspects and animation.
- All around artistic expertise.
- Experience working with Photoshop, 3D Game art, ZBrush, Marvelous Designer etc.
- Proficient critical thinking and problem-solving skills.
- Able to comfortably work in a team setting, under deadlines and time constraints.
- Proficient communication and time management skills.
- Able to multi-task.

Desirable skills:

- Speak Japanese or Chinese
- Strong leadership skills

How to apply?

Please apply with a CV and cover letter demonstrating how and why you are the best candidate for this job. If we would like to move forward with your application, a StarToons recruiter will reach out to you to invite you for an interview.

We encourage applications from all suitable candidates regardless of age, disability, gender identity, sexual orientation, religion, belief or race.

Closing Date: 06/07/2025

Interview Date: 08/07/2025

Contact:

123 Clover Lane, Hereford, UK

07712 345678

Sergiu.vranceanu09@gmail.com

www.artstation.com/sergiuv

Personal Statement

Creative and highly motivated Animation and Video Gaming Artist with 3+ years' experience designing detailed characters, props, weapons, and immersive environments for PC and mobile games. Strong proficiency in Photoshop, ZBrush, and Marvelous Designer, with a passion for pushing artistic boundaries. Excited to bring fresh ideas, strong teamwork, and a multicultural mindset to StarToons, contributing to large-scale, innovative projects alongside top global talent.

Key Skills

- Advanced character and environment concept art
- Skilled in digital sculpting and 3D texturing
- Tools: Adobe Photoshop, ZBrush, Marvelous Designer, Substance Painter
- Excellent freehand sketching and illustration
- Creative problem-solving for technical art challenges
- Clear communicator; comfortable taking and giving feedback
- Effective at managing multiple deadlines and priorities
- Basic spoken Japanese (self-taught)

Education

MFA in Game Art and Animation

University of the Arts London, UK — 2022

BA in Fine Arts

Manchester School of Art, UK — 2020

Professional Experience

Junior 3D Artist

Pixel Forge Studios, Liverpool, UK

Sep 2022 – Present

- Created character designs, weapons, props, and vehicles for a sci-fi RPG released on Steam in 2024.
- Produced detailed concept sketches and high-resolution textures for in-game assets and trailers.
- Modelled and textured assets in ZBrush and Substance Painter, optimized for real-time rendering.
- Worked daily with creative directors to ensure assets met artistic and technical specs.
- Actively contributed ideas during team brainstorming to resolve artistic and technical challenges.

Freelance Concept Artist

Various Clients — Remote

Jan 2021 – Aug 2022

- Delivered environment and prop designs for 2 indie mobile games and 1 animated short.
- Designed stylised fantasy characters and props for a Kickstarter-funded RPG.
- Coordinated directly with small dev teams to ensure assets matched gameplay and narrative needs.
- Managed multiple projects simultaneously, always delivering to tight deadlines.

Key Projects

“Galactic Echo” — PixelForge Studios

- Designed 12 unique NPCs, 20+ weapons and sci-fi vehicles.
- Contributed key art for the marketing trailer.
- Supported junior artists with modelling workflows.

“Forest Spirits” — Indie Animation Short

- Created background environment concepts and prop sketches.
- Assisted in final frame clean-up and shading.

Languages

- English (Self taught)
- Romanian (Native)
- Basic Japanese (Conversational)

Additional Information

- Member of UK Games Industry Art Collective.
- Enjoy working in diverse, international teams.
- Full UK driving license.
- Flexible for occasional work trips abroad.
- Ready to relocate or work hybrid/from home as needed.

References

Available on request.

Sergiu Vranceanu

123 Clover Lane

Hereford, UK

07712 345678

Sergiu.vranceanu09@gmail.com

3rd July 2025

Hiring Manager

StarToons Entertainment

Erika Kazdova

Dear Hiring Manager,

I am excited to submit my application for the Animation and Video Gaming Artist position at StarToons. With a Master's degree in Game Art and Animation and over three years of experience designing characters, environments, and props for both indie and large-scale projects, I am eager to contribute my skills and passion to your creative team.

In my current role at PixelForge Studios, I have developed detailed characters, weapons, and vehicles for a sci-fi RPG released last year. This project strengthened my skills in Photoshop, ZBrush, and Marvelous Designer, while deepening my understanding of how to balance artistic vision with technical requirements. I thrive in collaborative environments working closely with creative directors and artists from diverse backgrounds has taught me the value of clear communication and constructive feedback to push projects to their highest quality.

What excites me most about StarToons is your commitment to innovation, collaboration, and international partnerships. I am inspired by your journey from a small UK studio to working with major studios in Japan and China and I would love to be part of this next chapter. As someone who is naturally curious about other cultures and is currently learning Japanese in my spare time, I'm particularly enthusiastic about contributing to projects with global reach.

I believe my ability to deliver high-quality concept art under tight deadlines, solve artistic challenges creatively, and adapt to new workflows makes me a strong fit for this role. I am eager to grow alongside your talented team and help create immersive worlds that inspire players and viewers alike.

Thank you for considering my application. I would welcome the opportunity to discuss how my experience and artistic drive align with StarToons' vision. I am available for an interview on 8th of July, and I look forward to hearing from you.

Yours sincerely,

Sergiu Vranceanu