

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

