



Intern or Coop Artist

We are Velan Studios, an independent game developer with a passion for the unconventional, and we are looking for artists to intern with us with us starting January 2021 and summer 2021. We have two primary requirements for our Interns.

- We use modern art production pipelines and tools such as the Algorithmic suite, Zbrush, Maya, the Adobe CC suite, etc. Our artists are experienced in Unity, UE4, and proprietary engines new and old. You must be practiced in using one or more of these tools as well as demonstrate a reasonably strong grasp of the foundational arts (drawing, color theory, design, composition, etc.).
- Our creativity and passion for creating visual distinct and dynamic games drives us. You must be excited about the idea of using your wits and skillset to tackle visual problems and be able to show evidence of that drive. We are looking for interns that demonstrate a pattern of persistent and self-motivated exploration, artists who do not sit and wait to be told what to do but who align with the team's goals and make a purposeful contribution!

Internships and coop experiences typically range from 3 to 6 months in length, 40 hours a week. (This is not a hard and fast rule, and we are happy to consider exceptions.) As an intern you can expect to work on actual art assets for real products as part of Velan's art team. All internships are paid.

We use a collaborative, cross-discipline, and iterative development process. Most of the products we develop here are visually stylized in presentation and feel. Games that you might typically play on the Nintendo Switch are a good example. Some projects previous interns have worked on include:

- Concept art to support environments and characters.
- Developing 3D characters and props through the entire game production pipeline from hi-poly sculpts all the way through to implementing the final assets in the game.
- Developing game environments through the full production pipeline, including geo, collision, textures and lighting for final assets in the game.

In addition to the two requirements above, interns need to be ready to embrace our studio values including:

- World class through unconventional thinking.
- Respect for players and colleagues. Ready for the responsibility that comes from that respect.
- Regional technology and game development community engagement.

If you think Velan Studios might be a fit for you, please apply:

- Email jobs@velanstudios.com with a resume and cover letter. Put "Art Internship" in the subject line.
- In your cover letter, please share one thing you are passionate about – it can be completely unrelated to art and games – and what has come from this interest.