



Strawberry Fields Interactive INC. (SFI) is looking for an Art Director

Project Title: Aeksia

Genre: Tabletop RPG VR platform

## Aeksia

Step into the role

### WHAT IS AEKSIA?

Aeksia is where the tabletop experience and social interaction seamlessly blend. A place where role-playing game (RPG) enthusiasts can call home and meet to create, play and watch tabletop RPG campaigns in Virtual Reality. This is RPG storytelling taken to the next level.

### YOUR ROLE

We are looking to hire a talented Art Director to define and communicate the high-level vision that shapes the game we produce.

Responsible for setting the overall creative direction, you foster an environment of collective creativity that inspires teams to come up with the best ideas that they can to support it.

You keep everyone's efforts channelled towards the same goal, the same common vision. You make sure that every choice made throughout production fits the feel of the game and brings its intended experience to life for players across the globe.

### Responsibilities

- Brainstorming with the marketing and design team to come up with visual assets ideas;
- Define a clear, cohesive creative vision for the game.
- Work closely with other core team members to develop their specific parts of the vision + unify your concepts to tie together all design, graphic, narrative, and technical elements.
- Communicate (and emphasize) the creative direction across the production floor to guide teams.
- Pitch the game vision to the editorial team and upper management + represent your team and the project to them.
- Validate the consistency and quality of the game + ensure creative alignment between branding, experience, and strategy.
- Review and discuss production priorities, timelines, and scope with the producer.
- Plan and implement new designs;
- Optimize existing user interface designs;
- Test for intuitivity and experience;
- Develop technical and business requirements and always strive to deliver intuitive and user-centred solutions;
- Combine creativity with an awareness of the design elements;
- Create prototypes for new product ideas;
- Conduct ongoing user research;

### Requirements:

- Bachelor's degree in fine arts, related field, or combined industry experience
- Around 5 years of leadership experience in the video game industry (or other relevant experience): you're a creative leader with a vision for the future of games
- Exceptional organizational, interpersonal, and presentation skills

- Effective cross-departmental communication: you have the know-how to comfortably communicate with all disciplines (programming, art, design, marketing, and so on)
- A highly collaborative and innovative spirit
- The ability to take technical and production feasibility into account when coming up with concepts
- Mentorship: you're motivated to share your expertise to guide the next generation of creatives
- Autonomy in using presentation and design tools (e.g. PowerPoint, Photoshop, Illustrator, etc.)
- Knowledge of game engines (e.g. Unity or Unreal) and their limitations
- Familiarity with project management software (e.g. Asana)
- Sense of ownership and pride in your performance and its impact on the company's success
- Critical thinker and problem-solving skills
- Team player
- Good time-management skills
- Great interpersonal and communication skills
- Ability to work under pressure and meet deadlines.
- Strong conceptual and artistic skills

**Other Skills:**

- 3D Modelling experience is a plus;
- Have worked in the VR/AR and/or gaming industry;
- Bonus points for tabletop RPG players.