

Vector Artist / Illustrator for UNITY GAME (see SIMS VR/AR)

Who we are and what we do:

We, the international software company [Avataris \(https://avataris.io\)](https://avataris.io), are developing a game with Unity 3D, which, like "The Sims", focuses on interpersonal relationships, but at the same time uses maximum realism and state-of-the-art technologies. For example, the user experiences our game from the ego-perspective – optionally also in VR or AR – and controls virtual avatars that create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hair and VR hand interactions, etc.). As part of our team, you would work with cutting-edge technologies and Unity's state-of-the-art achievements to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team, we are looking for a talented 2D artist (vector graphics, icons, buttons, illustrations, etc.).

Possible tasks (depending on your interest and suitability):

- Creating icons, buttons, illustrations, and UI elements for a high-quality game
- **Focus on elegant, artistic, mature style (not comic or casual style)**
- Optionally working with Unity 3D and its UI system (not important)
- Optionally working on special effects of UI elements (in Unity) and animated UI
- Optionally working on our own fonts
- Optionally creating our logos and brand elements (game and company)
- Creating illustrations for our game, webpage, and game store appearance

Your skills/experience:

Important:

- Lots of experience with typical artist tools and 2D graphic programs (Adobe, etc.)
- Experience with Unity and Figma is a great advantage but not needed
- Depending on the area of responsibility (see above) the relevant experience
- Passion for game development and illustration / icon design
- Problem-solving oriented, proactive, and **high-quality awareness**
- **Sense for modern, elegant, artistic, and mature style with western culture focus**

Advantageous:

- Unity Assets
- Education in graphic design / UX / UI or usability
- English & team experience

The advantages of our job offer:

- Eventually leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- We are a promising pioneer in gaming and avatar technologies
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team

Email: job@avataris.io

Web: <https://avataris.io/>

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