



Job Title: Intern Game Artist (Spine2D or Rive App Experience)

Job Description:

We are seeking a talented and motivated Intern Game Artist to join our creative team. This internship provides an excellent opportunity to gain hands-on experience in game development and enhance your skills in creating animations using Spine2D or Rive App.

Responsibilities:

- Create high-quality 2D animations for characters, objects, and effects using Spine2D or Rive App.
- Assist in the creation of concept art, storyboards, and visual design elements.
- Work with the team to implement and iterate on animations based on feedback.
- Optimize and export assets for integration into game engines.

Requirements:

- Proficient in using Spine2D or Rive App for creating 2D animations.
- Strong understanding of animation principles, timing, and weight.
- Solid grasp of color theory, composition, and visual storytelling.
- Knowledge of Photoshop, Illustrator, or other relevant design software.
- Passion for games and a good eye for detail.
- Strong communication and teamwork skills.
- Ability to work independently and meet deadlines.

Preferred Qualifications:

- Knowledge of other art disciplines such as character design, environment art, or UI/UX design.

To apply, please submit your resume, portfolio showcasing your Spine2D or Rive App animations, and a brief cover letter outlining your interest in the position.

We look forward to reviewing your application and working with you to create amazing games together!