

2D Artist

About Labster

At Labster we are dedicated to empowering the next generation of scientists to change the world. Our mission is to develop fully interactive software that makes learning both fun, engaging and effective, and to make it accessible to as many science students as possible (see short trailer [here](#)). Since 2012, our simulations were played over 4,000,000 times and each semester more than 4,000 universities, high schools and other institutions around the globe are using them to enhance their teaching programs.

We govern ourselves by using a flat-hierarchy system called Holacracy that is focused on roles, collaboration and distributed leadership. We believe in flexible work hours and a good work-life balance, and while we love to achieve great things via concentrated work, it's incredibly important for us to have happy and engaged team members.

Your mission

As a 2D Artist at Labster you will be a part of the art team that creates graphic assets for online 3D education solutions.

On a regular day, you will closely and continuously work with cross-functional teams located in Bali, Copenhagen, and the UK. To gain a better understanding of what Labster is currently working on, visit our [website](#).

NOTE: This is a remote position, with a 1-year contract and the preferred start date is in May or June 2021.

Your responsibilities

- Creating 2D graphic & UI assets for our simulations.
- Creating marketing material to support our marketing department.
- Proactively supporting other team members when needed.
- Maintaining high standards of our workflow practices.
- Taking an active part in team meetings: suggesting improvements, actively taking on new roles, providing constructive feedback, etc.
- Proactively delivering new and inventive ideas that will support the team in efforts of solving day-to-day challenges.
- Maintaining strong and positive working relationships with the development team.
- Developing and maintaining 2D asset production related documentation.

Indrykningsdato

03.05.2021

Ansøgningsfrist

24.05.2021

Virksomhedsnavn

Labster

Fagområde



Billede / Design / Multimedie

Navn på kontaktperson

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Søgstilling

<https://careers.labster.com/jobs/11562d-artist/applications/new>

Requirements

- Outstanding in using any computer graphic software such as Adobe Photoshop, Illustrator, etc.
- Advantage given if you have experience in the gaming industry and/or have knowledge of 3D assets, 3D textures, and game engines.
- Able to work with different 2D art style varieties ranging from stylistic to semi realistic.
- Firm grasp of core artistic principles such as colour and composition.
- Must be able to work in a collaborative and Agile development environment.
- Excellent time management skills and ability to meet team deadlines.
- You are a confident speaker who is not afraid of challenging the status - quo.
- You are proficient in English.
- You are able to work independently as well as in the team, proactively supporting your colleagues in their daily activities when it is needed.
- You like to research new and innovative ways of working.
- You are interested not only in excelling as a 2D Artist but also proactively taking on new roles outside of your domain.
- Possessing high effectiveness in time management and task prioritization.

Why Labster?

- A friendly and productive work environment with fun, diverse, smart, and open-minded people.
- Getting up in the morning and knowing that you'll work on something that helps people improve their lives – education.
- Opportunity to work with the newest technologies in a product company with a noble vision.
- Have responsible freedom within your scope of work to maintain healthy work-life balance.
- Competitive compensation based on your qualifications and experience.
- Budget for personal and professional development.

Labster Vision: Empower the Next Generation of Scientists to Change the World

For more information on our company vision to empower the next generation of scientists to change the world, please see video links below:

BBC News: <https://www.bbc.com/news/av/te...>

Techcrunch: <https://techcrunch.com/2020/08...>

TED Talk: see our founder's TED talk [here](#)