



Head of Art

Company: Urban Games GmbH
www.urbangames.com
Start date: as per agreement
Employment: 100% or as per agreement (on-site)

Urban Games is an independent and highly-successful video game development company focused on simulation and management games. Urban Games' newest and most ambitious title is Transport Fever 3, a highly anticipated tycoon game to be released in 2026 for PC, PlayStation 5, and Xbox Series X|S. Urban Games offers the opportunity to work on unique video games in a creative work environment and career opportunities with competitive salaries. The company is based in Schaffhausen directly at the train station and can therefore be reached in just 36 minutes from Zurich.

The head of art has overall responsibility for the entire art team and manages the team to optimize the performance in collaboration with other leads and the CEO.

Responsibilities:

- Have overall responsibility for a team of currently six in-house artists and external freelancers and art studios
- Define responsibilities, show opportunities, evaluate performance and promote team members
- Optimize the performance of the team, define new profiles and hire new team members
- Convey the essential goals to the team, act as a motivator and set a good example
- Take feedback from team members and ensure discipline and fairness in the team
- Ensure deadlines are reached and appropriate lessons are learned
- Establish a close collaboration with the head of product, head of development, and the CEO

Requirements:

- 3+ years of experience with leadership and 5+ years of experience working as a 3D artist or similar
- Advanced knowledge of established 3D modeling software, content pipelines and custom tools
- Working experience with 2D tools such as the Substance texturing tools and Photoshop
- Leadership skills with a high level of empathy for the motivating factors of highly qualified teams
- Excellent communication skills with both technical and non-technical team members
- Great organization, moderation and social skills paired with strong assertiveness
- A strong portfolio showcasing released products you have worked on
- German and English communication and writing skills (B2 level or higher)

Preferences:

- Degree in game development, formal art education or equivalent
- Advanced knowledge of shader languages, scripting and programming
- Experience in the video game industry and worked on shipped products

Please send your application to info@urbangames.com