

Location: Remote or Hybrid (Madrid office)

Team: Art

Reports to: Lead of Art Department

About Us:

We're a playful, design-driven mobile game studio crafting *cute, casual, and cozy* merging games that spark joy. Our mission is to create beautifully intuitive worlds where players can relax, collect, and express their creativity through delightful interactions. We believe in charm, character, and cleverness — both in our games and in our team.

As a **Senior 2D Artist**, you'll shape the player's experience from first tap to deep progression. You'll blend functionality with delightful aesthetics to create interfaces that are intuitive, joyful, and crafted with love.

What You'll Do?

- **Storyboarding and sketching:** Produce rough sketches, thumbnails, and storyboards to explore and visualize initial ideas for stories and characters;
- **Concept art:** Create unique visual designs for characters, environments and props;
- **AI-art generation:** Produce concepts and renders with the help of company-trained AI agents;
- **Render:** Refine sketches and AI-art according to the project's needs;
- **Research and Reference Gathering:** Study various visual styles, actual cartoons, popular games and other relevant sources to ensure the produced art is solid and authentic;
- **Iterative approach:** Create multiple iterations and variations of the visual designs based on feedback, ensuring alignment with the overall vision and artistic direction of the project;
- **Collaboration:** Collaborate closely with colleagues, art leads, game designers, animators and other team members to align designs with the product;
- **Efficient time management:** Work efficiently to achieve the estimated times for each phase and punctually meet the delivery date.

You Bring

- **Education:** Degree in Art, Illustration, Game Art, or equivalent professional experience. A strong artistic foundation is a must.
- **Experience:** 4+ years in game art (2D), with a significant role on at least one casual mobile game. Experience in the merge genre is a plus.
- **Art Skills:** Exceptional illustration skills with an understanding of anatomy, perspective, and color theory. Ability to create stylized and cartoon-inspired art that appeals to a broad audience.
- **Isometric Expertise:** Proven experience with isometric artwork or tiled game environments.

- **Concept & Execution:** You are professional either in manual concepting or manual rendering with decent representation of that skill in the portfolio.
- **AI Proficiency:** Practical experience using AI art generation or augmentation tools in a gamedev production workflow. You should be able to show examples where AI assisted your art and explain your process (we value human oversight in using AI).
- **Software:** Proficiency in Adobe Photoshop. Familiarity with 3D software (e.g. Blender) is nice-to-have, for occasional blockouts or to assist isometric drawing.
- **Soft Skills:** Excellent communication and teamwork in a remote environment. Self-motivated and proactive in proposing solutions or new ideas. Open to feedback and iteration.
- **Leadership Potential:** Interest in taking on more responsibilities over time – whether that means leading art reviews, owning large features, or growing into a lead artist/manager role.
- **Test Task:** Ability to complete a brief art test if requested (to demonstrate your skills on a sample task relevant to our game).

You Also Have:

- Strong **communication skills** to articulate design decisions clearly across disciplines.
- A **collaborative mindset** — you enjoy co-creating with developers, artists, and product folks.
- A **player-first attitude** and deep **empathy** for user experience.
- The ability to **give and receive feedback** constructively and with kindness.
- Self-driven but not ego-driven — you love **learning and growing as a team**.

Bonus Points:

- Experience designing for **merging, decorating, or simulation** genres.
- Familiarity with **animation/micro-interactions** for UI delight.
- Knowledge of **accessibility standards** for mobile games.

Why Join Us?

- A creative, supportive team that values **empathy and design craft**.
- Work on games loved for their charm and emotional connection.
- Flexible hours and remote-friendly setup.
- Be part of a **growing title** with the potential to reach millions of players worldwide.

How to Apply?

Send us your portfolio, résumé, and a short note on your favorite cozy game interface — and why you love it!