

Location: Remote or Hybrid (Madrid office)

Team: Art

Reports to: Lead of Technical Artists 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 Technical 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?

- Develop tools and automate pipelines.
- Work with bug tracking systems, profiling, and performance analysis.

You Bring

- 3 – 5 years of experience as a Technical Artist in the game industry.
- Strong understanding of game art pipelines and graphical workflows.
- Solid experience working with Unity.
- Proficiency in shader languages (HLSL, GLSL, Shader Graph, etc.).
- Strong scripting skills in C#.
- Experience with scene, asset, and performance optimization.
- Experience with visual effects, especially VFX Graph.
- Proficiency with DCC tools: Maya, Blender, Houdini, Substance, Photoshop.
- Experience working in cross-disciplinary teams.

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.
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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!