**Location:** Remote or Hybrid (Madrid office)
**Team:** Art
**Reports to:** COO

## 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 **Technical Lead**, 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.

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## What You'll Do?

- Leadership, mentorship, and planning capabilities.
- Conduct technical research and implement new tools and workflows.

## You Bring

- 5+ years of experience in the technical art pipeline within the game industry.
- Proven experience as a technical lead or supervisor.
- Strong expertise in Unity.
- Proficient in C#.
- Deep understanding of shaders, materials, and the lighting pipeline.
- Experience in building and optimizing art pipelines — from modeling to in-engine integration.
- Solid knowledge of PBR, LODs, baking, and GPU/CPU optimization techniques.
- Experience with version control systems (Git, Perforce, etc.).
- Experience developing tools for artists.
- Understanding of rigging, skinning, and animation workflows.
- Knowledge of Houdini / VFX / procedural generation techniques.
- Strong collaboration skills across disciplines — programmers, artists, and game designers.

## 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**.
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## 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!