

# Careers in Game Art

Game Art graduates will find opportunities across many different industries.

Here are a few examples of jobs that are available for our grads.

2D Pixel Artist – Games	Creative Services Director	Online Gaming Strategist
3D Artist – Mobile Games	Environment Artist	Rigger
3D Character Sculptor	FX Artist	Set Designer
3D Lighting Director	Game Designer	Shading Artist
3D Production Manager	Game Strategy Specialist	Sketch Artist
Animation Programmer	Game Systems Designer	Sports Game Designer
Animator	Lead Artist	Storyboard Artist
Art Director	Lead Building Artist	Technical Animator
Art Educator	Level Art Director	Technical Artist
Building Artist	Level Designer	Technical Director
Character Modeler	Lighting Composer	Technical LightingDirector
Character Rigging Artist	Lighting Specialist	Texture Artist
Character Setup Artist	Lighting Technical Director	Texture Coordinator
Character Texture Artist	Line Producer	Texture Map Painter
Cinematic Animator	Live-Action Animator	Texture Painter
Cinematic Artist	Maya Animator	Vehicle Artist
Computer Graphic Artist	Mission Designer	Visual Development Artist
Concept Artist	Modeler	Visual Effects Artist
Content Designer	Morphing Artist	

