Student Internship: Top Right Corner

Overview

Top Right Corner is looking for an intern to build experience as a concept artist, designer, and illustrator. The selected candidate would join our team in creating concept art for our future projects, including games, marketing assets, and innovative applications of VR/AR technology.

Your goals are to get meaningful real-world experience in a small team environment and to bring our projects to life by creating artwork within the wide range of styles represented across the company. You'll bring our story to life through illustrations, renderings, and graphic design. Collaborating with our creative directors, art directors, graphic designers, and copywriters, you'll build assets that can be used as framework for our art and development team.

A solid grasp of foundational art skills, color theory, human and creature anatomy, architectural drawing, and design theory are key assets. The artist must have expert command of Photoshop or an equivalent painting program. The perfect candidate works well in an environment of peers who are passionate about creating exceptional art, takes constructive criticism well, and can remain accountable to internal deadlines.

COVID-19: This role is expected to be a fully remote position, with some in-person meetings. We understand each person's circumstances may be unique and will work with you to explore possible interim options.

The position offers approximately 20 hours a week at $15 an hour.

Responsibilities

- Creates character and environment concepts, color scripts, color keys, lighting studies, mood paintings and production illustrations for various future projects and developments.
- Creates key-art and work-in-progress illustrations for our team, which will inform the creation of new content.
- May be requested to create promotional artwork for marketing and advertising initiatives.
- Works with artists, art directors, and directors to illustrate and collaborate on a vision for our creative projects across the company.
- Works with the producer to organize work and identify realistic deadlines and expectations.
- Works with a team of artists to achieve the necessary final image quality.
- Provides and receives feedback throughout the illustration phase to maintain artistic vision and ensure timely deliveries.

Requirements

- Ability to create digital art in a professional environment.
- Strong foundational skills including anatomy, color theory, composition, etc.
- Experience working with others in a collaborative environment (here, producers and directors on unique and cohesive visuals).
- Able to understand, address, and implement requests for revisions.
- Self-motivated, good communication skills, and a great team player with a can-do attitude.
- Creative problem-solving abilities and a passion for leading teams.
- Able to create amazing and informative visuals from new and existing artwork and assets. Creativity in solving multiple layout options for a single concept in a timely manner.
- Meticulous attention to detail.

- A love for technology; an ability and passion to understand hi-tech products from the inside out.
- Passion to take intent and direction from our executives, peers, and leaders, and apply your design skills to create a vision, iterate quickly, revise, and produce the final assets.
- Able to use Adobe Creative Cloud, especially InDesign, Illustrator, After Effects, and Photoshop; 3D applications such as Maya or Blender.
- Must be permanently eligible to work in the United States.
- Enrollment Status of Students Eligible for Employment - Undergraduate students must be enrolled at least half-time (six hours) during fall and spring semester. Graduate students must be enrolled at least half-time (five hours) during each fall and spring semester to be eligible for employment.
- Student must be enrolled in a degree seeking program and meeting Satisfactory Academic Progress.
- Student must have a current, completed FAFSA form on file with the University.

What We Need to See

- Instances of your awesome work, which may include illustrations, infographics, diagrams, storyboards, presentations built with 3D rendering, photo-illustrations, vector art, and compositing
- Evidence of how you embrace change and how you seek out and evangelize the latest creative and design industry trends, individuals, work, and technologies

Ways to Stand Out From the Crowd

- Do you have hands-on skills in motion graphics, animation, and video? Share your creative passions with us!
- Have you used AI, automation, or other advanced technologies to create visuals? Brag about how you combine art and science!
- Walk us through a project that was memorable. We'd love your insights on what went well and what could be better.

Apply

To apply, submit your resume and a cover letter to the UNO Office of Research's online application.