

## 2D Art Intern (Job Description)

Job Details and Dimensions		Key Accountabilities	Qualifications, Experience and Skills
<b>Company</b>	Steer Studios	<p><b>Functional Accountabilities</b></p> <ul style="list-style-type: none"> <li>• Create high-quality 2D artwork for characters, props, and environments that align with the game’s visual direction.</li> <li>• Design original character concepts, including silhouettes, outfits, expressions, and turnaround sheets where required.</li> <li>• Produce props and asset designs that support gameplay and world-building (weapons, items, UI elements, etc.).</li> <li>• Develop backgrounds and environments that establish mood, depth, and visual storytelling.</li> <li>• Translate written briefs and references into clear visual designs.</li> <li>• Iterate on concepts based on feedback from art directors and team members—fast and without ego.</li> <li>• Maintain consistency in style, proportions, and color palettes across all assets.</li> <li>• Prepare clean, organized files for handoff to other teams (no messy layers, no chaos).</li> <li>• Collaborate with designers and developers to ensure assets meet gameplay and technical requirements.</li> <li>• Support the art team with production tasks and asset variations when needed.</li> </ul>	<p><b>Education</b> No degree required.</p> <p><b>Experience &amp; Skills</b></p> <ul style="list-style-type: none"> <li>• No prior professional experience required; training will be provided.</li> <li>• Strong drawing fundamentals (anatomy, perspective, composition, lighting). If this is weak, nothing else matters.</li> <li>• Interest, curiosity in exploring 2D workflows with ai tools.</li> <li>• Portfolio demonstrating character design, props, and environment/background work (not just random illustrations).</li> <li>• Ability to adapt to different art styles (stylized, semi-realistic, etc.).</li> <li>• Proficiency in digital art tools such as Photoshop, Clip Studio Paint, Procreate, or similar.</li> <li>• Understanding of color theory, visual hierarchy, and shape language.</li> <li>• 2D animation skills/interest would be a nice bonus.</li> <li>• Ability to take direction and iterate quickly—slow artists don’t survive production.</li> <li>• Strong attention to detail and consistency.</li> <li>• Passion for games and visual storytelling.</li> <li>• Organized workflow and file management skills.</li> </ul>
<b>Title</b>	2D Art Intern		
<b>Start Date</b>	Sep. 1 <sup>st</sup> , 2026		
<b>Finish Date</b>	Feb. 28 <sup>th</sup> , 2027		
<p><b>Job Purpose</b> Steer Studios is seeking a motivated and detail-oriented 2D Art Intern to support our art team in day-to-day operations. This internship offers a valuable opportunity to gain hands-on experience in games animation within a professional business environment.</p>		<p style="text-align: center; background-color: #c00000; color: white; margin: 0;"><b>Communications</b></p> <p><b>Internal communication</b></p> <ul style="list-style-type: none"> <li>• Employees within the Steer Studios</li> </ul>	