



# Concept Artist

## **Our Team**

Mighty Jaxx is a unique future culture company that creates quality products across multiple categories such as art collectibles and lifestyle items, bridging the physical & digital world by powering it with technology. Since our inception in 2012, we have produced over 1,000 designs in collaboration with world-renowned artists and global entertainment brands like Hasbro, Sesame Workshop, Toei Animation and Warner Bros, delivering 5 million units of tech enabled collectibles to collectors in over 60 countries in 2020 alone.

We are proud to be an equal opportunity employer with a diverse, inclusive work environment and encourage our employees to bring their true fun-loving and high-energy selves to the workplace. With big, vibrant dreams and a culture of high performance in our workplace, you will always be engaged, empowered and feel positively challenged.

At Mighty Jaxx, we always extend our full support to the team to help them reach their full potential personally and professionally. If you love keeping up with the latest trends across different sub-cultures, love technology and are ready to embrace your creativity, we love to have you join us in creating the most unique experiences, products and content for our collectors!

## **The Role**

Concept Art is a big part of the Mighty Jaxx creative process. Through visually impactful executions, the concept artist brings to life product concepts that are highly sought after by our fans. As a concept artist, you are part of a team of creatives that are passionate about pop culture and collectibles and constantly looking to create innovative and delightful experiences for our audience.

## **Responsibilities**

- Collaborate with other creative functions in researching, designing, iterating, and creating great collectible products for Mighty Jaxx.
- Support cross-functional needs within the designated business unit to ensure the success of the product.
- Be aware of wider business goals and proactively look to align the design out with these goals.
- Be aware of wider collectible trends and products and have it informed the creative process.

## **Requirements**

- At least a Diploma in animation art or other related fields
- 1-3 years experience in character or collectible design.
- A strong portfolio demonstrating a strong sense of aesthetics and range.

- Familiarity with character design processes (turnarounds, reviews)
- Experience with Adobe Photoshop & Illustrator. Familiarity with 3D software is a plus.
- A good appreciation of pop culture and the collectible scene.

To apply, please send an updated copy of your resume to [HR@mightyjaxx.com](mailto:HR@mightyjaxx.com)