

GRAPHIC DESIGNER

iBUYPOWER – Industry. F/T. Work primarily with Marketing and Web team to create and develop graphic concepts for digital and print projects such as: promotional emails, magazine print ads, weekly themed sales landing pages, 3rd party co-promotional activities, packaging design, product photography/cleanup, tradeshow graphics, etc. Product image photography, cleanup and enhancement. Edit/Update existing assets. Assess image/graphic needs of the website and present solutions. Meet aggressive timelines and completes last minute requests. Be able to work independently and in a team effort on design concepts - (Develop, present and take feedback to modify creative). All levels of experience are welcome (have portfolio). Ability to design and create assets to appeal to a “gamer” demographic. Ability to gather and analyze information related to an issue, and generates solutions. Strong verbal and written communication skills. Able to learn quickly, multi-task and stay organized. Proficient in: Adobe Creative Suite: InDesign, Photoshop, And Illustrator. MSOffice -- Excel, Word and Outlook. PC Platform. Photography, Motion Graphics, 3D Art, Video Editing, Coding are all pluses.

Go to: <https://www.indeed.com/viewjob?jk=28dc6c39bbb370cf&q>

3D ANIMATOR

The Creative Group - Los Angeles. Contract \$28 - \$30/hr. Willing/able to commute and work in Los Angeles. Skilled in-game animator with a deep knowledge of animation principles and body mechanics. Have experience animating both stylized and realistic characters. Experience with key frame and motion capture animation. Excel at problem-solving, communication and have a passion for animation. Proficient in one or more types of 3D software but Primarily Maya. Excellent communication, interpersonal, and organizational skills. Ability to work well under pressure and deadlines. Take initiative in pursuing new assignments. Take feedback/direction well. Strong technical problem-solving skills. Ability to learn new tools quickly. Strong interest in Video Games, storytelling, and Movies. Brings a cinematic eye to convey emotion, weight, and momentum in gameplay and cinematics. Appreciates all styles of animation and the desire to pitch in and learn new styles and skills. Enjoys collaborating with design and art teams to deliver great gameplay and storytelling experiences. Strong understanding of character rigs, game animation pipelines, animation integration into game engines, and animation tools.

Please send a copy of your resume and portfolio to Asher.gardner@creativegroup.com

ASSOCIATE CINEMATIC ANIMATOR (temporary)-Treyarch

Activision - Santa Monica. Temporary As an associate cinematic animator you will work with the lead and cinematic team to execute on the animation needs for the game's movies.

This is a realistic, physics based project. Weight and proper body mechanics be demonstrated.

You be familiar with Motion Capture and Motion Builder. Working under the guidance of a Senior Animator to assist in scene creation, exporting, checking, and troubleshooting. Assist in preparation for motion capture shoots. Assist in implementing motion capture in scenes. Good self-motivation and time management skills. Able to follow team processes and the pipeline. Have 1+ year in the game industry. Experience with Motion Builder. Experience with Motion Capture. Good communication skills.

Go to: <https://activision.referrals.selectminds.com/jobs/associate-cinematic-animator-temporary-treyarch-1780>

PRODUCTION DESIGN INTERN

Belkin - Playa Vista. P/T Execute design files from Branding team into production/pre-press ready files. Compose and produce work in a fast-paced environment where speed and accuracy are required and meeting deadlines is critical. Produce packaging, design collateral, tradeshow materials, POP/POS materials, ads and other corporate projects as needed. Work with the Marketing Services Team as needed to review and complete production files. Responsible for 100% accuracy and proofing of all materials produced; ensure that all projects follow the required reviews, process and workflow. Support and uphold Belkin Branding Standards on all packaging, design collateral, and all other marketing/print jobs. Support the implementation and maintenance of workflow conventions and procedures. Work well with others as part of a team, strong follow-up and follow-through, attention to detail and accuracy. Fulfill responsibilities under ISO 9001 and 14001; understand and fully support ISO system. Comply with Health and Safety requirements of Belkin. Maintain a safe and clean work environment. Understand and follow company rules and regulations. Excellent communication and organizational skills - ability to express ideas clearly written and graphically. Proficiency with Mac computers, printers, scanners - proficient with relative software, including but not limited to Photoshop, Illustrator, InDesign, Word and PowerPoint. Ability to interact positively and effectively with employees at all levels within the organization, as well as with customers, prospects, and vendors.

Go to: https://belkin.wd5.myworkdayjobs.com/en-US/Belkin_Careers/job/Playa-Vista/Production-Design-Intern_10006551

UX DESIGNER INTERN

Belkin - Playa Vista. P/T, Internship Handle UX/interaction design needs of projects you are assigned to independently or with other designers. Create project deliverables such as storyboards, flowcharts, wireframes, prototypes, and detailed designs. Participate in user research, competitive evaluation, and usability testing. Work with related personnel such as user researchers, usability engineers, industrial designers, and graphic designers to create great product experiences. Form alliances with people in technical and creative functions to achieve high-quality and consistent delivery. Provide implementation support to technical teams. High-school degree in-progress. Strong conceptualization skills with deep attention to detail and the ability to convey the intricacies of a desired experience to multiple audiences. Intuitive understanding of and empathy for everyday users: their motivations, goals, and abilities.

Excellent verbal and interpersonal communication skills. Passion for good experience – You know the difference between good and great and are able to work within a cross-functional team to deliver excellent experiences in out-of-box, setup, initial use, day-to-day-use, and troubleshooting. Rapid iteration – You're eager to try your early work on real people and use the feedback to make a better prototype on your way to an awesome final design. Team skills – You enjoy the languages of designers, business people, and users. You are collaborative, participatory, and inspire others to contribute. Professional skills – You have strong written, verbal, and presentation skills. You demonstrate care, vision, and planning in everything you do.

Go to: https://belkin.wd5.myworkdayjobs.com/en-US/Belkin_Careers/job/Playa-Vista/UX-Designer-Intern_10006587