

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  
3D Artist – Mobile Games  
3D Character Sculptor  
3D Lighting Director  
3D Production Manager  
Animation Programmer  
Animator  
Art Director  
Art Educator  
Building Artist  
Character Modeler  
Character Rigging Artist  
Character Setup Artist  
Character Texture Artist  
Cinematic Animator  
Cinematic Artist  
Computer Graphic Artist  
Concept Artist  
Content Designer

Creative Services Director  
Environment Artist  
FX Artist  
Game Designer  
Game Strategy Specialist  
Game Systems Designer  
Lead Artist  
Lead Building Artist  
Level Art Director  
Level Designer  
Lighting Composer  
Lighting Specialist  
Lighting Technical Director  
Line Producer  
Live-Action Director  
Character Artist in Environment  
Level Designer 2  
3D Production Manager  
Production System Specialist