



# Creative Lead

*Geis of Anam | Funder Games*

## About the Project

Geis of Anam is a dark Celtic fantasy action RPG currently in active prototyping and pre-production under Funder Games. The project focuses on readable combat, dual-realm gameplay, atmospheric worldbuilding, and strong gameplay feel.

Current development efforts include combat systems exploration, worldbuilding, visual target iteration, prototype planning, and production pipeline development.

## Role Overview

We are looking for a Creative Lead to work directly with the founder to help to continue to develop, refine, and execute the creative vision for Geis of Anam.

This is a high-trust creative partner role. The Creative Lead will help shape the game's tone, world, narrative direction, visual identity, audio direction, player experience, and overall creative cohesion. The role is also intended for someone with enough technical or production literacy to help bridge vision and execution across art, animation, characters, VFX, and gameplay presentation.

The immediate goal is to help turn the current vision into a tighter prototype direction with stronger narrative, world, visual, technical, and gameplay cohesion.

## Current Structure

This is currently a volunteer collaboration role while the project pursues funding and publishing opportunities. As the project grows and funding opportunities develop, the goal is to create paid opportunities for contributors who continue with the project.

This role requires more consistent involvement than most contributor roles because it touches creative direction, hands-on execution support, feedback, team alignment, and prototype focus.

This is a fully remote collaboration. Most active development discussion currently happens around U.S. Central Time, though we are flexible and open to contributors across different regions and schedules as long as communication and coordination remain reliable.

## What You'll Help Shape

- Overall creative vision and direction for Geis of Anam
- Worldbuilding, lore, faction identity, regional tone, and thematic consistency
- Narrative tone, character framing, emotional texture, and player-facing story direction
- Visual direction across characters, environments, UI, mood references, and style guides

- Animation, rigging, character presentation, VFX, or 3D production direction where your background applies
- Audio direction, including atmosphere, sonic identity, combat feel, and realm-based sound cues
- Prototype and demo direction, including what needs to be proven and how the experience should feel
- Marketing tone and public-facing creative identity for the project
- Creative critique and feedback for artists, designers, writers, audio contributors, engineers, and other collaborators

## Responsibilities

- Work directly with the founder to refine the game's creative vision and maintain alignment across disciplines.
- Help translate high-level ideas into practical creative direction, references, briefs, style guidance, and production notes.
- Support execution where your skill set applies, especially in areas such as 3D art, animation, rigging, VFX, character presentation, cinematic presentation, or gameplay feel.
- Identify gaps or contradictions between the world, narrative, visuals, audio, gameplay, technical constraints, and prototype goals.
- Participate in regular creative reviews and provide clear, constructive feedback to contributors.
- Help define what the prototype or demo needs to communicate to players, collaborators, publishers, or future funding partners.
- Challenge weak ideas, strengthen promising ones, and help keep the project grounded in a cohesive identity.
- Support documentation for creative direction, tone, visual targets, narrative pillars, worldbuilding standards, and production references.

## What We're Looking For

This role is open to experienced creative leaders as well as strong mid-level contributors who are ready to grow into broader creative ownership. Shipped leadership experience is valuable, but it is not the only path into the role.

- Strong taste, judgment, and communication around game tone, worldbuilding, visual direction, and player experience
- Useful technical or production experience in at least one hands-on discipline such as 3D modeling, animation, rigging, technical art, VFX, character art, environment art, cinematic presentation, or gameplay implementation
- Ability to give useful feedback without flattening someone else's creative ownership
- Comfort working across art, narrative, audio, design, gameplay, and technical conversations
- Ability to think in terms of cohesion, not just isolated ideas
- Interest in dark fantasy, Celtic-inspired worlds, action RPGs, atmospheric storytelling, and emotionally grounded design
- Reliable communication and willingness to stay engaged with an early-stage remote team

## Relevant Background

Applicants may come from several backgrounds. Useful experience could include creative direction, game direction, art direction, narrative design, worldbuilding, creative production, level design, systems design, audio direction, animation, rigging, VFX, technical art, character art, environment art, or multidisciplinary indie development.

This role does not require expertise in every discipline. The strongest fit is someone who can contribute creatively while also understanding how ideas become assets, systems, animation, effects, scenes, or playable experiences.

Please share anything that helps demonstrate fit for the role. That could include a portfolio, shipped work, prototypes, design documents, pitch materials, style guides, leadership examples, writing samples, worldbuilding samples, art direction boards, animation tests, VFX samples, rigging examples, 3D art, or other relevant creative and production work.

## Workflow & Tools

- Unity 6 / URP
- Git-based version control
- Discord for communication
- Structured documentation and feature workflows
- AI-assisted tooling used to accelerate iteration, prototyping, documentation, research, and production support

## AI-Assisted Workflow Note

We make practical use of AI-assisted tools where they help reduce repetitive or low-leverage work. The intent is to create more room for the parts of development that benefit most from human creativity, judgment, and craftsmanship.

Final creative direction, implementation, quality standards, and artistic decisions remain human-driven. Contributors should be comfortable working in an environment where AI-assisted tooling is part of the broader production pipeline.

## How to Apply

Please send:

- Portfolio, reel, shipped work, prototypes, writing samples, style guides, technical art samples, animation/VFX/rigging samples, 3D art, or other relevant examples
- A short introduction about yourself
- What interests you about Geis of Anam
- Any relevant leadership, collaboration, creative direction, or hands-on production experience
- Areas where you would want to contribute or grow

[Contact Information / Discord / Email / Application Link]