



GRAPHIC DESIGN PORTFOLIO GUIDE



INTERESTED IN APPLYING TO ATOMHAWK?

Here's what you need to show us:

- A portfolio showcasing your best work.
- Accompanying images showing your thought process for at least 3 designs.
- Focus on key areas of interest like design, ideation, variation, exploration, sketches and breakdowns.



CORE AREAS

**LOGO DESIGN &
MARKETING**

ICON DESIGN

UI DESIGN

**PLAYER
EXPRESSION**

**WORLD
BUILDING**

PLAYER PROGRESSION



Rough Sketches



Base Vectors



Finals



2D LOGOTYPE



Final Design example of a 2D logotype

2D LOGOTYPE - PROCESS



Typography Building



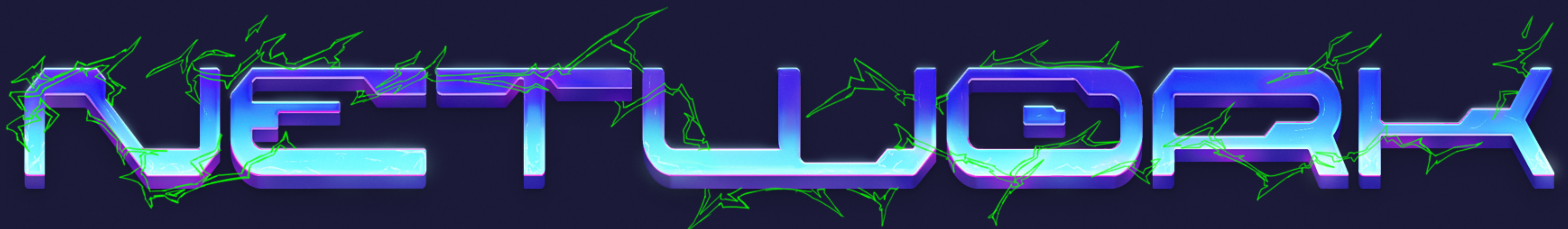
Layout Options

NETWORK NETWORK

Rough Colour Options

NETWORK
NETWORK
NETWORK

Detail Sketch



3D LOGOTYPE



Final Design example of a 3D logotype

3D LOGOTYPE - PROCESS



Typography Building



Rough Sketch / Planning



3D Layers and building



AO Render Pass

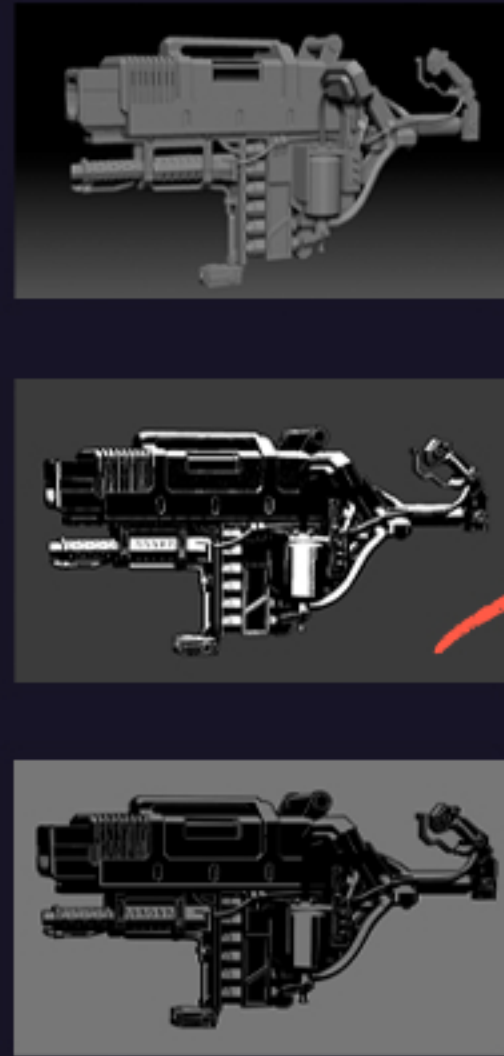
Raw Render



WEAPON ICON



Vector Trace



Rough Sketch / Ref



Vector Refinement Pass



Final Icon



Fire Backing Element



First Pass



Second Pass (Grunge)





APPLY AT ATOMHAWK.COM/CAREERS

**We look forward to seeing
your portfolios**

  **@atomhawk**  **@atomhawkdesign**  **atomhawk.com/careers**