

# Game Graphic Designer Job Description

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- Managing a game design project through conceptualization, presentation, implementation, tuning, and production
- Handling and overseeing the design of user interface screens, support screens, and game levels
- Conceptualizing and implementing game mechanics, animation, characters, assets, narrative, Artificial Intelligence (AI) behaviors, text, and sound
- Testing and debugging games during the development process and after the game ships to players
- Maintaining game projects after production and release.