



Intermediate/Senior UI Artist [Skull & Bones] (f/m/d)

Berlin - Full-time - 743999733415227

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The UI Artist is working closely with our Lead UI Artist, UX Specialist and Game Director to establish the usability strategies, look and feel of the User Interface in our games. Additionally the UI Artist, in collaboration with the Design and Programming teams, will be responsible for conceiving, prototyping and producing User Interface assets, as well as their implementation into the game.

What you will do

- Define usability strategies and create compelling visual UI through prototyping, wireframes, graphics and animation
- Translate gameplay high-level ideas and UX vision into visual functional UI designs
- Deliver high quality UI Art in line with the vision of the game and implement into the game engine.
- Communicate ideas & concepts with international teams and stakeholders both locally and internationally
- Create convincing UI animations to drive player's attention and offer guidance

What you bring

- Relevant education and/or work experience (in Design, Art, UX...etc)
- A profound knowledge of the full pipeline for getting UI assets into a game engine
- Skills in visual communication (graphic design, iconography, typography)
- Familiarity with Photoshop, Illustrator and 2D animation or motion graphics
- Proficiency in conceptualizing, presenting and executing ideas
- A good understanding of the fundamentals of user experience approach.
- Technical and artistic problem solving
- Pro-activity, self-motivation and organization
- Expertise in creating multiplatform compatible UI assets
- Experience in working with large scale teams
- Ability to guide and mentor Junior Artists

Bonus points for:

- Strong compositing skills, experiences with video editing tools (After Effects, Premiere, etc...) and are capability of integrating motion graphics or videos into the UI design
- Previous experience in Usability, familiar with Prototyping and related tools such as Sketch, Adobe XD, Axure...etc.

We aim to have a wide and diverse range of profiles within our studio; thus, we are looking forward to being surprised by your application. The most important quality for us is to be a strong team player with a resilient and positive attitude.

Let us see your skill

Please submit a portfolio of your work with your application. You may do so by providing a link to an online portfolio or attaching documents to your resume.

All portfolios should contain a detailed breakdown of the work. We need to know what you are responsible for in your reel, screenshots, scanned pictures, web page portfolio, etc.

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care, company pension scheme
- Share ideas! = Working in an innovative and international company

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal. Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check www.bluebyte.de and www.ubisoft.com.