

The UI/UX Designer works with the Lead UI Designer, Visual UI Designer, and UI Engineering team to support the development of both new and existing features. They are responsible for taking charge of the user interface design component of what defines a player's experience within a variety of game systems and gameplay, while both maintaining and improving established design paradigms and patterns.

KEY RESPONSIBILITIES

- Work within cross disciplinary teams and define UI layouts and flows for new systems
- Deliver comprehensive documentation that defines how players will interact with new systems, from conceptual flowchart and wireframe stages to high fidelity mockups
- Actively support the development of features by providing ongoing feedback towards the development and necessary documentation efforts
- Work with our QA team to communicate the desired behaviors and experience for them to test new features against
- Provide UI design support for ongoing triage of existing systems
- Maintain up-to-date knowledge of existing game systems in and how players interact with them

QUALIFICATIONS

Required

- Portfolio with examples of your design process, from early conceptual steps to final delivery
- 3+ years of UI/UX design experience on a shipped game
- Proficiency in UI prototyping software (Axure, Sketch, Balsamiq, Justinmind, Adobe products, etc.)
- A strong understanding of usability and user centered design processes
- Experience working directly with engineers to achieve desired design goals within technical constraints
- Strong visual design skills