

A user interface (UI) artist works primarily in the video game industry. As a UI artist, your responsibilities entail the implementation and optimization of user-friendly graphics, icons, and buttons to help players understand complex games or game features.

KEY RESPONSIBILITIES

- Develop and maintain a style guide for all game screens
- Create initial mock-ups for a variety of UI screens including title and loading screens, in-game HUD, in-game menus, inventory, and character creation
- Create art elements and follow through with UI implementation, iterating as necessary for the highest quality result, in Unreal Engine
- Collaborate effectively with Art Director, UI Programmers, and UI Designers to create the user-interface: HUD, windows, menus, icons, and other interactive elements

QUALIFICATIONS

Required

- 3+ years of professional experience working as a UI artist in computer or console gaming
- Understanding of how to achieve intuitive functionality and an attractive visual appearance
- Able to mock up layouts, contemporary animations, and effects for UI elements in Flash and/or After Effects
- Experience developing game UI in Unreal Engine, Unity, or CryEngine
- Excellent organizational, communication, and interpersonal skills