



UI Artist

Big Huge Games is looking for a UI Artist/UI Designer to help craft top-tier strategy gaming experiences for millions of players across the globe! Become the lynchpin of a team devoted to iterative design and world-class visuals.

This is a full-time (40hr/week) remote position. US Residents Only

Responsibilities

- Design and implement GUI elements for new gameplay features
- Collaborate with Design, Art, and Engineering staff to improve the usability of our games
- Create assets that maintain and develop the visual identity of current and upcoming titles
- Create and iterate on UI/UX flows in engine
- Document UI states for engineering
- Working with QA to fix any corresponding bugs

Qualifications

- A nuanced understanding of interaction design, composition, and typography
- Experience with game development or a portfolio geared towards games (must include samples).
- Experience in Photoshop or other equivalent packages
- Experience implementing wireframes and assets into Unity or equivalent game engines
- Able to build UI and hook up interactions within C#
- Understanding of UI performance and optimization techniques
- Strong artistic eye creating icons, panels, and buttons
- Ability to rapidly prototype and iterate through solutions
- Excellent communication and time management skills

Bonus

- Up-to-date knowledge of iOS/Android platforms and hardware
- Experience with mobile strategy games
- Shipped titles a plus
- Experience in 3dsMax or Maya
- Familiarity with markup languages

- Familiarity with Unity UI Systems (UI Toolkit or Ugui)
- Familiarity with Figma or comparable design tools
- Experience with css

Applicants should download DomiNations on iOS or Android and be prepared to discuss the game.