

Will you be part of our adventure?

We're looking for world-class game makers and bright new talent -- people who want to work on beloved products and do some of the best work of their careers. Here are the kinds of people we love working with: people with new ideas; people smarter than us, who can help us learn new tricks and also grow themselves; people who love both games and the technology inside them; people who have an entrepreneurial spirit; people who enjoy tackling difficult problems and doing things that have never been done before. Does that sound like you?

We are currently seeking a **UI Artist** to join our growing team. As a UI Artist, you will work closely with the Directors to conceptualize, mock-up, and execute the visual interface designs to support our games. You will take the creative vision set by the directors and expand ideas into your own creations; developing UI experiences from concepts to completion of a visually appealing, high quality user experience.

We are a versatile team, so duties will vary, but some of the position requirements are:

- 3+ years of experience with a portfolio demonstrating a strong understanding of Usability and composition.
- Experience concepting and implementing functional and visually appealing user interfaces from visual design to in-game experience across multiple styles.
- Has expert knowledge of Photoshop, Illustrator, After Effects, and/ or Flash.
- Self- motivated, but also an excellent team player, that has a strong work ethic and cooperative attitude.
- A passion and understanding of how a players' experience relates to game interfaces, graphic design, art and animation.
- Work with a variety of different team members at different stages of the project to get valuable feedback on the user experience.
- Able to take player feedback, and translate that into potential improvements to explore during the iteration of creating the UI.

What can also help you be successful in this role?

- Avid player and knowledge of a variety of games.
- Ability to rapidly iterate when needed to provide prototype, and vast amounts of content.
- Since our games are often stylized and PLAYFUL, having a strong 2d illustration background.
- Proficiencies in 3D applications, motion graphics, and/or FX creation.
- Ability to create & maintain CSS would be valuable.
- Experience in implementation of front-end graphics (e.g., XAML, HTML5).
- Important to see a wireframe flow of UI progression in your portfolio.

To apply, please send your resume and portfolio to hire@playfulcorp.com