

Stellenangebot vom 07.11.2025

UI/UX Designer - Forge of Empires

Fachrichtung:	Game Designer / Level Designer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	22761 Hamburg
Land:	Deutschland

Firmendaten

Firma:	InnoGames GmbH
Straße & Hausnummer:	Friesenstraße 13
PLZ / Ort:	20097 Hamburg



Ansprechpartner

Name:	HR Team
Position:	
Straße & Hausnummer:	Friesenstraße 13
PLZ / Ort:	20097 Hamburg

Job-Beschreibung

In the role of a UI/UX Designer you are responsible for guiding thousands of our players through an accessible game interface. If you believe in open communication, delivering great results as part of a team and want to play a key role in further developing our successful Game "Forge of Empires", then you might be the person we are looking for!

Your mission

- **Design** attractive and thoughtful user interfaces for our multi-platform game Forge of Empires with a strong focus on user experience.
- **Develop** the UI from early mock-ups to in-game assets that are technically flawless and ready to implement.
- **Create** player interactions, improve existing UI elements, or prototype new approaches.

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Quinke Networks GmbH
Bei den Mühlen 70
D-20457 Hamburg

- **Collaborate** with Game Designers, Developers and Artists.

Your skill set

- **Professional experience.** You have more than 2 years of experience creating user interfaces for mobile applications, ideally in Gaming.
- **Enthusiasm.** You are enthusiastic about creating user journeys, wireframes and prototypes to facilitate seamless player experiences and navigation.
- **Creativity.** You have an outstanding portfolio of work demonstrating UI solutions with UX in mind, especially for mobile games and proficient in various methods to convey ideas and concepts.
- **Knowledge.** You have an in-depth understanding of Photoshop and Figma.
- **Tools.** You have experience with different Prototyping Tools ([Proto.io](#), ProtoPie, etc.).
- **Artistic.** You have a great art eye, with a particular focus on composition and colour.
- **Motion.** You are capable to animate User Interfaces to breath life into them and support the user guidance.
- **Agile.** You have experience in an agile working environment, full release cycle on free-to-play-mobile games is a big plus.
- **Theoretical Background.** Ideally, you hold a degree in Graphic Design, Communication Design or a comparable experience.
- **English as company language.** You are confident working in a multicultural environment and eager to use your English skills every day.
- **Generative AI.** You are interested in AI and are utilizing it to streamline the production of art assets.

Your power-ups

- **Hybrid Working Model.** We offer our colleagues the flexibility to choose between working from home and our modern offices in central Hamburg. With regular times planned together at the office during our [Office Days](#), we keep up our unique InnoGames spirit!
- **Flexible working hours.** We offer trust-based working hours as well as active breaks - play table tennis with your team, work out in our gym or go to our rooftop terrace to get some fresh air.
- **Compensation & Fair Play.** We have career models as well as market-competitive salary grids in place that ensure that we treat our employees fairly. For this position, the regular salary range is between € 41.000 - 53.000 gross p.a. Your seniority level (junior, regular, senior) will be evaluated during the interview process. The salary ranges for other seniority levels differ.
- **Outstanding benefits.** Get 28 vacation days, a sabbatical, mobile device, contribution to your public transport ticket, and more.
- **Career opportunities.** Level up as a UI/UX Designer with excellent training and development opportunities, such as online trainings, InnoVersity and conferences.
- **Team of specialists.** Be part of a stable, growing, and award-winning global company. Meet your future colleagues in [Creative & Product Management](#).
- **Team events.** Participate in regular team events (e.g., wine tasting, cooking, paintball), barbecue together on our rooftop terrace, and enjoy regular company-get-togethers like the [InnoConf](#).

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- **Relocation assistance.** If you are interested in relocating to Hamburg, we will help you relocate to Hamburg regarding all the needed resources.
- **English first.** Our company language is English, and we support all our employees with optional German lessons.

InnoGames is one of the leading German developers and publishers of mobile and browser games and a certified Great Place to Work®. The Hamburg-based company was founded in 2007 and is now part of Modern Times Group (MTG). Together with about 350 employees from 40 nations, the company founders develop unique games that provide many years of fun for millions of players around the world. InnoGames is best known for Forge of Empires, Elvenar and Tribal Wars, but the company is continually expanding its now 10-game portfolio across platforms and genres. Most recently, InnoGames launched Heroes of History, a novel mix of city builder and hero collection RPG and Cozy Coast, a feel-good beach adventure with elaborate merge-2-gameplay and a captivating story. Excited to start your journey with InnoGames and join our team as a UI/UX Designer? We look forward to receiving your application as well as your salary expectations and earliest possible start date through our online application form. Saara Harris would be happy to answer any questions you may have.

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