

Joboffer dated from 09/20/2017

Junior UI Designer (f/m)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	55116 Mainz
Country:	Germany

Company data

Company:	Ubisoft Blue Byte GmbH
Street adress:	Adlerstraße 74
Zip Code / Place:	40211 Düsseldorf



Contact Person

Name:	Remigius Parij
Position:	Human Resources Spezialist
Street adress:	Adlerstraße 74
Zip Code / Place:	40211 Düsseldorf

Job description

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft has development studios in 28 countries and sells video games in more than 55 countries around the globe. We are committed to delivering high-quality, cutting-edge video game titles to players. In our German offices in Düsseldorf, Mainz and soon Berlin, we are working on brands like "Tom Clancy's Rainbow Six Siege", "For Honor", "Skull & Bones", "The Settlers", "Anno" and many more.



In order to continue delivering highly qualitative and innovative game plays we are looking for a

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Junior UI Designer (f/m)

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This position will be located at **Ubisoft Blue Byte, Mainz (Germany)**.

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Responsibilities:

- Develop interface solutions from conception to sign off
- Design appealing and modern layouts with a clear information hierarchy
- Translate gameplay concepts into functional UI designs
- Implement UI designs using the in-house UI toolset
- Collaborate with game design and programming during implementation

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Qualifications

- Good Graphic Design skills (layout, design, typography)
- Understanding of UX principles and interaction design
- Solid Working knowledge of Photoshop and Illustrator
- Good communication skills
- Ability and desire to work as a team player
- Attitude to learn, explore, and participate
- Comfortable with a fast-paced ever changing environment
- Fluent in English (written and spoken)

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Pluses

- Understanding of motion design and 2D animation
- Basic Illustration skills
- Experience in prototyping
- Experience in game editors / middleware such as Scaleform / Unity3D or Frostbite.
- Previous game production experience (Indie game development or university projects)
- Passion for making and playing games

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Portfolio

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- Examples modern layouts and screen design
- Examples of style variety

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Your benefits

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- Flexible work hours
- External trainings, education in our in-house guilds and knowledge sharing with other project teams. Training in internal tools, processes and workflows.
- Fresh fruits, special conditions for gym membership, support for child care
- Possibility to lend bikes for free or lease your own bike!
- Working in an innovative and international company

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If you have fun working in the Game industry, please apply via our career portal (☐ APPLY TO JOBS-BUTTON)

Applications should include the **earliest starting date** and your **salary expectation**.

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For further information please check www.bluebyte.de and <http://www.ubi.com/>

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Blue Byte GmbH

Studio Mainz

Römerpassage 1

55116 Mainz

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