

Joboffer dated from 04/30/2018

UX Director (Mobile) (m/f)

Field: Art / Layout / Illustration
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: 10249 Berlin
Country: Germany

Company data

Company: **Wargaming Germany GmbH**
Street address: Mollstraße 30-32
Zip Code / Place: 10249 Berlin



Contact Person

Name: Leonor Vera Garcés
Position:
Street address: Mollstraße 30-32
Zip Code / Place: 10249 Berlin

Job description

Wargaming Mobile is an exciting division within Wargaming that acts as a proving ground for innovative and outstanding mobile projects. We drive results through teamwork, passion and smart data-driven decisions. We deliver legendary game experiences such as World of Tanks Blitz that are enjoyed by millions of people worldwide. But our games are only as good as the people behind them! If you know that you can thrive in a team of highly creative, passionate and driven people who are committed to delivering legendary game experiences then we'd love to hear from you.

Responsibilities:

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Define player and business requirements at all stages of our mobile games using qualitative and quantitative studies.

- Shape the experience vision based on requirements and plan appropriate design work
- Develop interaction from hi-level concepts to full-fledged prototypes
- Build strong working relationships with stakeholders
- Organize UI testing and research: analyze its results, and put key takeaways to work
- Support and control the interface implementation quality; interact with cross-functional teams (visual design, development, analytics, and management)
- Setup postproduction UI analysis
- Provide the consistency of experience among related projects

Your profile:

- 5+ years' experience producing high quality and efficient UI (prior experience in gamedev)
- Ability to pitch your ideas and provide solid reasoning for them
- Ability to produce and translate ideas into clean interfaces for implementation
- Excellent understanding of mobile usability and ability to define future trends
- Prototyping expertise
- Experience in research
- Scientific approach to design (based on cognitive science etc.)
- Open mind, positive influence and leadership skills
- Able to show a relevant portfolio of work
- Fluent English, spoken and written

Nice to have:

- Master's (PhD) degree in HCI or related fields
- Solid motion and visual design skills
- Experience in human subject research (GSR, HR)

What we offer:

- Joining an international team of people passionate about gaming
- Working in one of the main European hubs for mobile game development
- The startup within a company with 20 years of experience in game development
- Flexible working hours & work from home
- Unlimited leave upon manager approval
- Public transportation ticket
- Company cell phone of your choice
- Gym membership
- Snacks, drinks, and fruit in the office
- Home internet reimbursement

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