

Joboffer dated from 11/18/2021

## Lead UI Designer (f/m/d)

Field:	Game Designer / Level Designer
Type of employment:	Full-time
Entry date:	immediately
Salary:	negotiable
Zip Code / Place:	10997 Berlin
Country:	Germany

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### Company data

Company:	<b>YAGER Development GmbH</b>
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



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### Contact Person

Name:	Human Resources
Position:	
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



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### Job description

#### Lead UI Designer (f/m/d)

In this role, you will be working directly with other Leads & Directors with significant ownership over the interface and responsible for building, leading and mentoring a talented mixed discipline team of UI contributors to produce high-quality features for our game. You are expected to lead by example and willing to carry out UI discipline work in a clear and maintainable internal standard.



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## Responsibilities

- Champion for a strong UI discipline by creating visual guidelines, maintaining team documentation & managing work capacities.
- Lead by example in how to execute the UI discipline. This is done by working in an interdisciplinary feature team on implementations that make our game great with a senior-level degree of quality.
- Maintain consistency and quality of the interface while aligning to our director's vision.
- Create and suggest best practices to develop efficient workflows & pipelines.
- As required, assist in the creation of individual UI features including asset setup and in-engine preparation.
- Develop, provide feedback & mentor other UI Designers.
- Attain an intimate understanding of the project scope that your team is responsible for and can manage tasks in an effective manner.
- Collaborate closely with the production team on the planning, coordination, and execution of UI tasks.

## Qualifications

- 8+ years of UI design experience in game development, 2+ in a leading function with at least one shipped game title.
- Past experience in leading and mentoring UI designers and taking part in the hiring process.
- Strong knowledge of UE4, specifically UMG (Unreal Motion Graphics).
- Proven ability to collaborate with different disciplines to discuss features with respect to design challenges.
- Ability to communicate effectively in English, both verbally and in writing.

## Desirable skills

- Strong fundamentals of design (composition, typo, colors, etc)
- Experience with creation of motion graphics
- Experience with visual-scripting
- Experience with making interfaces for consoles & PC
- Willingness to inspire others and exchanging feedback

## Employment details

- Full-time and on-site
- Status: employment
- Start: as soon as possible



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## **Benefits**

We support you all the way

Relocation bonus and ongoing support and assistance and occupational pension scheme

We care about your well-being

Flexible working hours, fresh fruit and vegetables every day, hot and cold beverages of your choice, in-house massage, fitness Club membership, monthly company events, Berlin public transportation Jobticket

We encourage continuous learning

Extensive games/books library, dedicated Talent Development Manager and participation at various game conferences

We know how to have fun

A variety of exciting Team Events, regular in-house social events, summer and Christmas Party, beer and soft drinks for Friday meetings.

If this sounds exciting to you, and you love to work in a creative environment with people who love to work together and are passionate about their work, we are looking forward to getting to know you!

## **Join our Team!**



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