Joboffer dated from 04/25/2024

Game UI Artist (Unity 2D)

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

Company data

Company: **GameDuell GmbH**
Street adress: Taubenstraße 24-25
Zip Code / Place: 10117 Berlin

GameDuell

Contact Person

Name: Career-Team GameDuell
Position:
Street adress: Taubenstraße 24-25
Zip Code / Place: 10117 Berlin
E-mail: jobs-gca@gameduell.de

Job description

As our new **Game UI Artist (Unity 2D)**, you will create **aesthetic and functional user interfaces** for our mobile and social games. Join our diverse, creative, and engaging team. You will work closely with our talented and passionate artists as well as with other teams, including game design and development, to bring our games to life and make them accessible to our players globally.

The passion for creating high-quality games and the focus on a superior customer experience have made GameDuell **one of the largest cross-platform games communities** in the world. Since 2003, more than 130 million players have played with us. GameDuell offers a broad portfolio of over 40 casual online skill games, developed mostly in-house.

Your tasks

- Design **creative and playful user interfaces** for our new and existing mobile and social game applications
- Create and refine **UI elements, graphics, and animations** (e.g., menus, icons, buttons, typography, visuals, etc.)
- Ensure the **consistency of existing styles** or **co-create these for new games**
- Work in **close collaboration** with other artists, UX, game designers, and developers

What we expect

- **Completed studies** in art, design, digital media, or similar field
- **2+ years of professional experience** creating user interfaces, graphic design, and assets within fast iterating game production processes
- Skilled with **Photoshop, Illustrator, and Unity**
- A good workflow in **creating clean files** that allow for fast iteration and the creation of final art assets
- A solid **understanding of fundamental design principles, usability, flows, and UI design**
- **Passion for** (and obsession with) **casual games and mobile interfaces** (beyond interacting with them when commuting or only in a moment of free time)
- Basic **knowledge of source control software** (Git, SVN, similar)
- A plus / nice to have:
  - Creating digital art based on a given style
  - Animation experience

What we offer

- **Creative freedom** to develop the best possible products and inspire peers and foremost our audience by providing an extraordinary game experience
- **Cooperative team work** in an agile and pleasant work environment (full of plants, color, and laughter)
- A **funny, multi-disciplined and international** art team
- One of the **best working spaces in Berlin**: our office in Mitte, between Alexanderplatz and Friedrichstraße! Includes free soft drinks, fruit, pool table, table tennis, gaming events, weekly Art Hours, sports courses, and a sunny rooftop terrace, and much more!
- **Flexible workinghours** and hybrid working possibilities (= working from home + occasional on site presence)
- Starting: **immediately, full time**

We are an ecological and socially sustainable company and have our very own "Green Team" where you can **make an impact and actively implement** ideas and initiatives to

help protect our environment and for charity. As a games community, we take our social responsibility seriously. We are co-founders of the "Leaders for Climate Action" and have committed ourselves to becoming carbon neutral.

- We pay attention to environmental friendly and resource-efficient standards when purchasing our office and food supplies
- We match your charity donations
- Social responsibility begins with each of us. Our **corporate culture** is characterized by mutual trust and respect. Our open and **international team** welcomes and respects diversity