



Lead UI Artist [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999778119346

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As a Lead UI Artist, you will be responsible for establishing and driving the direction of UI Art. You will guide the UI Artists in delivering high quality assets and will provide ongoing support to grow the team.

What you'll do

- Work with the Art Director to find the best artistic style for the game
- Collaborate with the UX and Technical stakeholders to ensure that the UI art is usable and feasible
- Ensure that the quality of art is consistent at all stages of the project
- Oversee, mentor, and support the UI Art team

What you bring

- Strong skills in visual communication: graphic design, iconography, typography, animation
- A profound knowledge of the full UI implementation pipeline into a game engine
- A good understanding of user interface in video games and the fundamentals of user experience approach
- Excellent communication skills; presenting, transferring, and documenting
- A people-oriented mindset: mentor and provide support to ensure the team can thrive in a safe environment
- Fluency in English: you are comfortable to collaborate with international teams
- You are proactive, self-motivated, and organized

Relevant experience

- Shipped at least 2 titles as a UI Artist
- Have a good understanding of game production constraints
- Experience in mentoring. Management experience is a plus

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety

of benefits which we hope helps you settle into your life in Berlin:

Your benefits:

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance.
- 26 days paid vacation per year. Additionally, you will get approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- English and German classes for free. Main language in the studio is English.

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal.

For further information please check bluebyte.de and berlin.ubisoft.com