



UI Designer [Anno] (f/m/d)

Mainz - Full-time - 743999937192049

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999937192049-ui-designer-anno-f-m-d?oga=true>

Disclaimer:

While some job aggregators may show this as a fully remote position, please note that this is a hybrid role, offering up to 60% remote work for candidates in Germany. We are currently unable to accommodate fully remote or freelance arrangements, so for most candidates, this will involve relocation to the Mainz/Frankfurt Main area as part of joining our team.

Anno is a critically acclaimed and award-winning franchise, offering a rich city-building experience and providing players ample opportunity to create huge metropolises, plan efficient logistics networks, explore and settle new lands and dominate their opponents by diplomacy, trade or warfare.

As a UI Designer on our team, your player-focused mindset allows you to conceptualize intuitive menus whose look and feel encompass our game's overall creative vision. Thanks to your work, the game experience remains intuitive, immersive and provides our players with the right information at the right time. At times you might also engage in the design of icons and support us with interface related graphic design.

An authentic understanding and/or passion for video games are essential qualities for this role. We are actively seeking individuals who share our profound enthusiasm for creating exceptional player experiences and can seamlessly fuse this enthusiasm with their expertise in video game UI and UX best practices

What you will do:

- Work closely with the Lead UI Designer to conceptualize and design menus and HUD elements
- Adapt and develop graphic design and motion graphic solutions fitting to Anno's visual style
- Clearly communicate ideas in a visual manner, either as wireframes, or mock-ups
- Work closely with the UX and Game Design teams to know what type of player experience is intended
- Work closely with the programming team to implement menus into the game and verify the quality of said menus once implemented
- Design motion graphics for in-game assets

- Discover solutions to make UI user-friendly
- Design icons

What you bring:

- College diploma in graphic design and multimedia or equivalent training/work experience
- 3+ years' experience in creating interfaces for video game or feature film
- Experience working on game interfaces; ideally for at least one AAA title
- Proficient in Adobe Creative Suite
- Creativity and sense of initiative (proactivity, originality and resourcefulness when searching for solutions)
- Strong observation skills
- Ability to work as part of a team;
- Openness to constructive criticism and able to adapt to change
- Strong verbal and written English skills

*Console experience is a plus

What to send our way:

- Your CV, highlighting your education, experience, and skills
- A cover letter including your earliest starting date, expected salary and why you would like to join us
- A portfolio with a breakdown of your best and most fitting work – show us your process and why you are a great fit! (attach work samples or send us a link to your personal website or online portfolio)

Distinguish yourself by crafting a compelling cover letter that demonstrates how you meet the mentioned requirements and why you are the ideal candidate for our team and franchise

What we offer:

- 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
- Ubisoft Blue Byte Academy: We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops, and access to our training and development platform as well as to our in-house library
- Discounted and free games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Hybrid work model: Provides the flexibility to combine working from the studio and your home within Germany
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental

or public transportation ticket

- Up to 350€ childcare support per child per month
- Company Pension Scheme: We offer an attractive company pension scheme
- Gym subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English and German online lessons for free: Good to know: Our main language in the studio is English
- 26 days paid vacation per year
- Corporate Benefits web portal: Employee discount program for affiliated retailers, shops, and service providers

Ubisoft offers the same job opportunities to all, without any distinction of gender, ethnicity, religion, sexual orientation, social status, disability, or age. Ubisoft ensures the development of an inclusive work environment which mirrors the diversity of our players' community.

For further information, please check <https://mainz.ubisoft.com/en/>.