Ui/ux Designer, Gamedev

http://redrift.com

collectible card game

Red Rift is a game studio working in collaboration with companies such as Activision Blizzard, King, EA, VulcanVerse, Playkot, TapClap, Gamesture. Our joint projects give positive emotions to players from all over the world every day.   Now we are looking for a talented UI/UX designer, who will join the team to work on various projects in our studio.   We are starting to develop an AAA project Platforms: Desktop, Mobile (iOS, Android) Genre: CCG Gameplay ref: Hearthstone, Magic: The Gathering, Gods Unchained Tasks: Interface design according to documentation Drawing interface graphic elements, icons, badges, windows and menus in Figma and Photoshop Creating interactive prototypes in FIGMA What professional are we looking for? Experience in the gaming industry (preferably midcore) from one year. Knowledge of UX theory Portfolio with mobile interfaces and/or graphical interface elements, icons, etc. Proficiency in Photoshop and Figma Will be a plus: Mastery of typography Pretense in CCG We offer: - Completely remote work; - Flexible schedule with 25 - 40-hour working week; - Inflation-protected wages; - Extended social package (English classes, sports reimbursement, internal and external training, individual health insurance, gifts for holidays and significant dates, etc.); - A team of professionals who are in love with their work, who will always help in difficult situations and support in a friendly way;   - Transparency of processes and adequate management.   We will be glad to see you as a part of our team! Conquer the heights with us!

Date utworzenia: 02-03-2022