



## UI/UX Designer

We are Velan Studios, an independent game developer with a passion for the unconventional. We make innovative games in a variety of genres with accessibility and depth to delight our audiences, no matter who they are. We believe in maintaining a creative, collaborative, and diverse team environment at our studio, and we are looking for passionate and capable people to join our team of experienced AAA console developers.

We are seeking a UI/UX Designer who will be responsible for the usability and visual design of the front-end User Interface, as well as the in-game UI and HUD of the game. The UI/UX Designer works with the Game Director, Game Engineers, Game Designers and 2D Artists to create great, intuitive and easy-to-use interfaces for players.

### Responsibilities:

- Design the architecture and visual identity of the Game UI with iteration based on usability testing and the functional requirements of the game design
- Develop interface mockups, wireframes, specifications and UI style guide for review and feedback from Designers, Artists, Engineers and Producers
- Evolve rough ideas into polished user flows with usability testing and interviews to identify player behavior to improve the design.
- Create motion graphic transitions and visual elements that bring the design to life.
- Contribute to peer reviews, troubleshoot, problem solve, and provide constructive feedback.

### Job Requirements

- Minimum of 3 years of experience working in UX/UI
- Strong portfolio of design projects: web sites, software UI and/or shipped games (mobile, console or PC)
- Experience in developing flexible interfaces responsive for touch screen/mobile as well PC and/or console.
- A deep understanding of user-centric design principles and a rigorous focus on the smallest details of UI design
- Proficiency with Adobe Creative Suite and knowledge of wireframe tools
- Familiarity with HTML, JavaScript and CSS
- The ideal candidate has strong technical capability in scripting and/or programming (e.g. C/C++, Python, LUA, ActionScript)
- Degree or equivalent experience in Human Computer Interaction, Digital Media Design, Game Design, Fine Arts or related field is desired.

To apply for this position, send your resume and portfolio to [jobs@velanstudios.com](mailto:jobs@velanstudios.com). Be sure to reference the position you're applying for in the subject line.



**About Velan Studios:**

*Velan Studios' mission is to create ground-breaking game experiences centered on new forms of play across both existing and emerging platforms. Velan Studios is an independent studio comprised of a diverse team of seasoned developers who have worked at various AAA studios like Vicarious Visions, Naughty Dog, Harmonix, Nintendo, Guerilla Games, Avalanche Studios, Retro Studios and more. Velan Studios is based in Troy, NY.*