



# UI/UX Designer (f/m/d) - Kolibri Games Berlin

**Berlin - Full-time - 743999838510708**

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UI/UX Designer (f/m/d)

We are looking for a (Senior) UI/UX Designer to work on our hit game 'Idle Miner Tycoon'.

You will be part of the "IMT Team" designing screens and flows, prototyping, and playtest to improve the user centric experience for a game with over 220 million downloads. Identify future features for the game in an agile and fast-paced environment by developing a deep comprehension of our player's needs and motivations using data, information from the players, and your own F2P knowledge.

## Responsibilities

- Work closely and cross-functionally with the product team and all the other teams to improve the user experience for our players
- Proactively suggest new improvements, considering the product and team impact of implementing these changes
- Create concepts, prototypes, user flows and mockups for existing and new features
- Validate your ideas quickly (wireframes, user flows and prototypes as appropriate)
- Take responsibility for well designed UI Assets, icons etc
- Active contributor in shaping and improving the processes in the design team

## Required skill

- Prior experience in the gaming industry
- Experience in interface design confirmed by your portfolio
- Good understanding of design and perception principles
- Good graphic design skills granting you the ability to create low and high fidelity mockups
- Excellent skills in Photoshop, Illustrator and Figma (or any similar tool)
- Can create wireframes, user flows, clickable prototypes, conducting user tests, paper prototype etc. to explain the vision and support a cross-functional team
- Great communication skills and prior experience working in a fast-paced environment
- Plays relevant mobiles games on a regular basis and is up to date with current industry trends
- Player centric mindset

## Desirable skill

- Basic knowledge of game/human psychology, and game design
- Prior experience in organising and carrying out usability tests
- Experience in the creation of UI assets
- Ability to implement UI assets and animations in Unity