



Lead UI Artist [Tom Clancy's Rainbow Six Siege] (f/m/d)

Berlin - Full-time - 743999842095961

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The Lead UI Artist role is to support/mentor a UI team to ensure the success of the game. You collaborate with related departments to define optimal workflows that will help team to build the best game possible.

You will guide and support a 2-3 UI/UX team (UI Artist, Tech Artist) part of a wider multidisciplinary features team (Production, Game Design, User Experience, User Interface, Programming, QA). You will work closely with other disciplines bring to life the team's vision, designing the look and feel of use interface ensuring visual quality and usability of the features developed.

We aim at having Leads that are people-oriented managers, yet also contribute towards their craft. Additionally contributing to conception, guidelines, prototypes, and production of user interface assets and participating to their implementation into the game.

What you will do:

- Help your team members to grow and learn, with direct reporting and participation in the hiring process.
- Foster the collaboration between the different departments.
- Help define the roadmap and tasks break down and handling for the UI department.
- Translate gameplay high-level ideas and UX vision into visual functional UI designs.
- Deliver high quality UI Art in line with the vision of the game and implement into the game engine.
- Define usability and accessibility strategies.
- Create compelling visual UI through prototyping, wireframes, mock-ups and animation.
- Communicate ideas & concepts with international teams and stakeholders both locally and internationally.

What you bring:

- Shipped at least 1 AAA title as a UI Artist to have a good understanding of game production

constraints.

- Skills in visual communication (graphic design, iconography, typography, animation).
- Proficiency in conceptualizing, presenting, and executing ideas.
- Technical and artistic problem solving.
- A good understanding of the fundamentals of user experience approach.
- A profound knowledge of the full pipeline for getting UI assets into a game engine.
- Expertise in creating multiplatform compatible UI assets.
- Have a strong understanding of Photoshop and Illustrator.
- Pro-activity, self-motivation, and organization.

Bonus points for:

- Previous experience in defining usability or accessibility strategies.
- Familiar with Prototyping and related tools such as Adobe XD, Axure, Figma, etc...
- Strong compositing skills, experiences with video editing tools (After Effects, Premiere, etc.) and ability to integrate motion graphics or videos in UI design.
- Knowledge or experience with technical art.

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
- Please provide a portfolio with examples of your previous work/projects - be sure to check the link is working when applying.

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
- 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
- Discounted Games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- 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: In addition, we also offer 5 'care for ill children days' per child per year
- Self-study And Training Hours: You have access to our in-house library
- Company Pension Scheme: We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- 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 Classes For Free: Good to know: Our main language in the studio is

English

- Flexible Working Hours: We have core working times between 10:00 AM – 04:00 PM and the distribution of the other hours is up to you
- 26 Days Paid Vacation Per Year: Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 10 bank holidays in the Berlin region
- Corporate Benefits Web Portal: With employee discount programs for affiliated retailers, shops and service providers

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

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