Position: UI / UX ARTIST
Location: MALTA, Hal Lija

PlayMagic is a game studio that design and develop games based on high profile licenses and original IP across a wide range of formats for the hard-core market segment.

Main tasks:
- In collaboration with the Game Design team, prototype Interaction Workflows to test layout and set the basis for functionality
- Collaborate with Art Director and Lead Artist to conceptualize and design UI styles for new game titles
- Create the final UI elements under the guidelines and style of the given game
- Document if needed UI details and create Mockups to assist on the understanding and implementation of the assets
- Identify, address and solve complex UI and User feedback challenges
- Work with in-Engine tools to help programmer’s setup the UI and later on polish to the desired target
- Research and Implement Animated UI elements wherever possible to help with the visual feedback
- Help Art and Design Teams to prepare asset presentation and marketing

Required profile:
- Knowledge of Illustrator and/or Photoshop, and standard tools of the trade
- Understanding of UI flow, typography, iconography, graphic and motion design
- Love to collaborate and to work within a team. Willing to provide and accept direction and the ability to embrace change.
- Love playing and creating games, while thinking how to take them to the next level
- Strong written and verbal communication skills
- Advanced level of English language

The company offers:
- Indefinite contract duration. Flexible work hours.
- Salary: Depending on seniority between €21.000 – €30.000.
- Logistic and documentation help with relocation.
- Sponsored relocation package for employees depending on seniority.

How to apply: CV + covering email in english, under the reference 369264 - UI/UX ARTIST, to eures.recruitment.jobsplus@gov.mt with copy to dora.silva@iefp.pt until 27/05/2021.

Further info: on this job vacancy please contact eures.recruitment.jobsplus@gov.mt or EURES adviser Dora Silva by e-mail dora.silva@iefp.pt

Recruitment process starts with a Discipline Lead, followed by skill test, followed by final interview with CEO.

EURES mobility supports may be available if you apply to this vacancy. Please check www.iefp.pt/eures
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