POSITION: UI / UX Designer - Senior
LOCATION: US Remote
CONTRACT: Full-time Staff / Permanent
CONTACT: dana[@]rachellelewis.com

RLT is seeking a **Senior UI / UX Designer** for a US-based client that is building something special: new kinds of toys, and new experiences to go along with them. This is a well-positioned startup led by individuals from the Feature and Gaming space on a mission to empower, educate, and entertain the next-gen of collectors around the world. Already receiving excellent press and employee reviews, this company is setting themselves apart from other "NFT" developers on a number of fronts.

JOB SUMMARY

Our client is looking for a top-notch UI/UX Designer who knows how to make games intuitive, engaging, and fun to use. If creating sensible, great-looking menus, HUDs, and player experiences is your calling, then read on, because our client wants YOU!

RESPONSIBILITIES

- Designing UIs, HUDs, tutorials, and user flows for a growing ecosystem of multiplatform games
- Creating polished, eye-catching UI art with a strong degree of intuitivity and reactivity (it should be fun to click through your menus!)
- Ensuring a smooth and frictionless user navigation experience that remains cohesive across multiple products and platforms
- Communicating your initial UI/UX ideas and designs through mock-ups, wireframes, flow diagrams, animations, references, and/or prototypes
- Collaborating with a team of highly-invested designers, programmers, artists, and QA testers across all phases of the project lifecycle
- Educating your fellow designers and teammates on good UI/UX design practices - you shouldn't just be great at making interfaces, but also explaining why

REQUIREMENTS

- At least 4 years of professional UI/UX design and art experience in the gaming/mobile industry
- Clear and proven understanding of how to direct player attention and drive system understanding through interface design
- Proven artistic talent for creating beautiful user interfaces, menus, buttons, and icons
- Ability to design and implement in-depth user flows and menu/system loops covering all game features
- Strong ability to structure, design, and integrate menus and UIs for different platforms, screen sizes, mobile devices, etc. without sacrificing usability or visual appeal
- Unity skills and know-how, particularly when it comes to adding and modifying UIs and related art assets without developer assistance

- Comprehensive understanding of best practices when it comes to layouts, color theory, and typography choices
- Expertise in related software suites such as Photoshop, Illustrator, Figma, etc., particularly when it comes to creating assets, prototypes, and wireframes
- Passion for games and helping to make the teams behind them better for having you!

If you are interested in talking about this opportunity, please email us and include your resume and portfolio.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

Thank you - http://rachellelewis.com/

Contact: dana@rachellelewis.com with resume & portfolio if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to the candidates.