UI Artist

Toronto - Full-time - 744000069176335

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As a UI Artist at Ubisoft Toronto, you'll build the visuals that smoothly guide players as they navigate a game, breaking down any barriers that stand between them.

Sure, your title may have "artist" in it, but you're a game developer above all. With a player-focused mindset, you make use of space and choose the best design elements like colour, typography, and animation to communicate clear, consistent, key content at the right place at the right time. Thanks to your work, gameplay experiences can remain immersive – and not abruptly interrupted by questions like, "What am I supposed to be doing again?"

What you'll do

- Partner with the brand and art directors to grasp the game's **visual identity**, art direction, and brand guidelines.
- Follow **design documentation** to translate high-level gameplay ideas into functional UI designs.
- **Work (very) closely** with UX designers to visually communicate the path they've laid out.
- Create **interface assets** (menus, animation, HUD, icons, buttons, world maps, etc.) + build wireframes and mockups.
- Find balance **between artistic** aspects and **technical constraints**.
- Develop and refine your work based on feedback from collaborative teams (**debug and optimize**).
- Document and share your UI design workflow and **best practices**.
- Collaborate with the localization team to **adapt** menus into different languages.

What you bring

- A college diploma in Digital Media, Computation Arts, Graphic Design, or equivalent
- 5 years of experience and more in visual design in the video game industry
- Knowledge of design tools (Photoshop, Illustrator, and After Effects), game engines (e.g. Unity or Unreal), game limitations, and prototyping tools *
- Understanding of usability principals & information architecture
- A highly creative, collaborative, and innovative spirit
- Excellent problem-solving, communication, interpersonal, and presentation skills
- Motivation to reach out for feedback and adapt to it
- A sharp eye for UX design and a passion for visual communication!

*Knowledge of 3D software (e.g. 3DS Max or Maya) + familiarity with scripting language and shader writing = nice to have

What to send our way

- Your CV highlighting your education, experience, and skills
- A portfolio of your best work, showcasing your UI skills (attach images or send us a link to your personal website or online portfolio)

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assassin's Creed, Rainbow Six to Just Dance and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our journey and help us create the unknown!

Please note we embrace a hybrid work model helping you stay connected with your team and aligned with business priorities, while giving you the opportunity to maintain your work-life balance. Note, that some roles are fully office-based and are not eligible for hybrid work.

You can learn more about Life at Ubisoft here: https://toronto.ubisoft.com/life-at-ubisoft/