



User Interface (UI) Artist

Saguenay - Full-time - 744000105677175

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As a **User Interface (UI) Artist** at Ubisoft Saguenay, you'll design and integrate game interfaces in close collaboration with the art direction and UX teams. You'll turn gameplay concepts into mockups and visual assets (menus, HUD, icons, animations) and integrate them into our proprietary tools and game engines with the support of programmers. You'll refine your creations based on team feedback, document processes, and help share best practices.

What you'll do

- Collaborate with the **art and brand direction** teams to understand and follow the project's visual identity and guidelines
- Translate gameplay concepts into **functional and cohesive interfaces**
- Work closely with UX designers to **visually communicate user journeys**
- Design **interface elements** such as menus, animations, HUD, icons, buttons, world maps, and mockups
- Balance creative aspects with technical constraints
- Integrate assets into our proprietary **game engines**
- Refine, debug, and optimize assets based on team feedback
- Document and share **UI design best practices**

What you bring to the team

- Proficiency with major design tools: **Photoshop, Illustrator, After Effects, Figma, Miro**
- Solid understanding of **ergonomics** and **information architecture** principles
- Creative, collaborative mindset, with openness to innovation
- Strong **communication**, presentation, and teamwork skills
- Ability to apply constructive feedback effectively
- Experience and knowledge in **UX design**
- Passion for **visual communication** and user experience

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your best UI creations (include images or a link to your website or online portfolio)