



Senior User Interface Artist [March of Giants]

Montreal - Full-time - 744000116639260

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As a **Senior User Interface / UI Artist** at Ubisoft Montreal, you will create visual interface elements that guide players smoothly through the game and support a clear, immersive experience. You will put players at the center of your design approach, removing friction and helping them understand what to do and when to do it. Your work as a Senior User Interface Artist will ensure interfaces feel intuitive, readable, and seamlessly integrated into gameplay.

What you'll do

- Collaborate with **User Interface Art (UI) Direction** to understand the game's visual identity and guidelines
- Work closely with **User Experience (UX), User Interface (UI) Technology, User Interface Programming**, and **Game Design** teams
- Take **artistic ownership** of complex, cross-functional interface systems
- Design key elements such as **heads-up displays**, menus, progression systems, stores, and seasonal content
- Contribute to features tied to **live operations**, including events and evolving content
- Produce interfaces through **hands-on creation**, including **layouts**, scalable **iconography**, and functional animation
- Create interface animations that provide clear **visual feedback**, pacing, and readability
- Balance **artistic goals** with **technical constraints** of the game engine
- Refine and improve work based on team feedback, including **debugging** and optimization
- Collaborate with localization teams to adapt interfaces for multiple languages

What you bring to the team

- Proven expertise in **visual interface design** for video games
- Strong proficiency with **design and prototyping tools** and game engines
- Solid understanding of **usability principles** and **information architecture**
- A **creative, collaborative**, and solution-oriented mindset
- Clear communication and strong **presentation skills**
- Openness to feedback and the ability to adapt designs accordingly
- A strong interest in **player-centered design** and visual communication

What to send our way

- Your CV highlighting relevant skills and experience
- A portfolio showcasing user interface and visual design work