



Senior UI Artist (For Honor)

Montreal - Full-time - 744000157138829

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As a **Senior UI Artist** on For Honor at **Ubisoft Montréal**, you'll help create, evolve, and modernize the interfaces that guide players throughout their experience in For Honor. You'll design and produce clear, cohesive visual elements for menus, the heads-up display, and the game's various systems. You'll work closely with the user experience, art direction, interface programming, and design teams.

As For Honor continues to evolve, you'll help deliver new features and content while improving interfaces developed over more than ten years. You'll also take part in selected user experience activities, such as exploring solutions and creating player flows, wireframes, and prototypes, to help simplify the player experience.

What you'll do

- Design and produce **interfaces and visual assets** for menus, the heads-up display, systems, and game features
- Turn design intentions and player needs into clear, intuitive, and cohesive **visual solutions**
- Create **mockups, wireframes, prototypes** and, when needed, animatics to explore and validate solutions
- Apply **typography, colour, composition, visual hierarchy, and motion design** to communicate information effectively
- Collaborate with the **user experience team** to improve player journeys, interactions, navigation, and information organization
- Modernize **existing interfaces** by simplifying player flows, reducing friction, and improving clarity and consistency
- Evolve the **design system**, reusable components, and interface guidelines
- Prepare, integrate, and optimize **interface assets in the game engine** with interface programmers and technical artists
- Balance visual quality, user experience, and **technical constraints** while accounting for accessibility, localization, platforms, and resolutions
- Improve interfaces based on feedback, **playtests**, and user research, then help debug issues and share team practices

What you bring to the team

- **Experience in creating interfaces or working in graphic design**, ideally in video games
- Strong understanding of **composition, typography, colour, and visual hierarchy** skills using tools such as Photoshop and Illustrator
- Proficiency with **design, prototyping, and animation tools** such as Figma and After Effects

- Ability to apply **user experience principles**, usability, information architecture, and user-centred design practices
- Understanding of **player journeys, interactions, and needs** beyond the visual aspects of interfaces
- **Experience integrating interfaces into a game engine** and understand the constraints of working with technical teams
- Ability to account for **accessibility, localization, and adaptability** while evolving systems in a constantly changing game
- Ability to communicate your ideas and collaborate across disciplines; and experience with **game engines, 3D software, scripting languages, or shaders** as an asset

What to send our way

- Send your CV highlighting your relevant skills and experience
- Share a portfolio showing your interface and graphic design work and, where relevant, your contributions to user experience