User Interface Artist

Saguenay - Full-time - 744000159401680

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As a **User Interface Artist (UI Artist)** at Ubisoft **Saguenay**, you design and integrate in-game interfaces in close collaboration with art direction, user experience, and programming teams. You turn gameplay concepts into clear, functional, and visually consistent interfaces integrated into our proprietary tools and game engines. You continuously refine your work based on team feedback and contribute to shared UI best practices.

What you'll do

- Collaborate with **art and brand direction** to follow the project's visual identity
- Translate gameplay concepts into **functional and cohesive interfaces**
- Partner with **user experience teams** to visually represent user journeys
- Design **interface elements** including menus, animations, HUD, icons, buttons, and mockups
- Balance creative intent with **technical constraints**
- Integrate assets into proprietary **game tools and engines**
- Refine and optimize interfaces based on **team feedback**
- Document workflows and share **UI design best practices**

What you bring to the team

- Proficiency with **visual design tools** such as Photoshop, Illustrator, After Effects, Figma, or Miro
- Strong understanding of **ergonomics** and **information architecture**
- Ability to collaborate effectively within **cross-functional teams**
- Clear and thoughtful **communication skills**
- Openness to feedback and continuous improvement
- Knowledge of **user experience design principles**
- Strong interest in **visual communication** and user experience
- Functional proficiency in **French is required**

What to send our way

- Your CV highlighting relevant skills and experience
- A **portfolio** showcasing your UI work