

PikPok – User Interface Designer

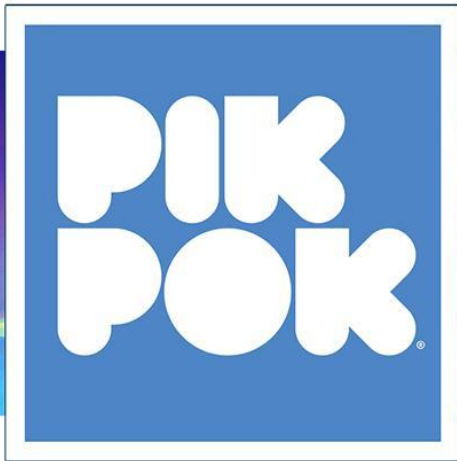
PikPok is looking for talented, motivated and passionate individuals to take on the role of User Interface Designer, helping to deliver globally successful games on digital platforms like mobile, PC, social or web.

The User Interface of a PikPok title is a core part of the experience. You will be responsible for helping ensure that the User Interfaces of our games are of a consistently high standard in functionality, usability and aesthetics - helping ensure that players have incredible, engaging and fun experiences with any PikPok product.

You have a passion for games, and you regularly play mobile and F2P titles. You are a great communicator & team player and are able to grasp new concepts quickly. You are self motivated, you proactively seek new challenges, but are also happy & eager to take direction and learn. Beyond all, you want to ensure that PikPok delivers super-fun titles to the world.

Responsibilities

- To act as an advocate for the significance and well being of user interface design as an art and as a discipline within PikPok;
- To design and create compelling, high quality user interfaces for PikPok projects and supporting materials as required;
- To prototype, wireframe, iterate, test and document interfaces throughout the course of a project;
- To work closely with game design, user experience and quality assurance departments to ensure that all user interfaces appropriately cater to the requirements of all vested interests, while also maintaining a consistently high standard of visual design quality;
- To work closely with artists to ensure the look of the UI enhances its functionality and usability
- To actively look to push envelope in terms of how we approach, consider and implement user interface design at PikPok;



- To actively participate in and support all 'research and design' projects and exercises as they pertain to user interface and user interface tool design and production;
- Undertake special projects as directed by line manager;

Desired Experience Profile

- Two or more years experience working in the fields of user interface or interactive media design - towards the development and launch of successful media products;
- Bachelor's degree (or equivalent) in graphic arts, interaction design, or a design related field;
- Highly skilled at user experience, interaction and visual design as demonstrated through a strong portfolio of prior work;
- Experience working closely with product, marketing and technology teams in a highly collaborative and iterative manner;
- Good knowledge of games, particularly mobile and F2P;
- Expert understanding of interactive usability best practices.

Contact

Please send your application along with a digital copy of your résumé/CV to: careers@pikpok.com.
Additional contact details can be found below and by visiting us online at www.pikpok.com