



UX Designer

We are Velan Studios, an independent game developer with a passion for the unconventional. We make innovative games in a variety of genres with accessibility and depth to delight our audiences, no matter who they are. We believe in maintaining a creative, collaborative, and diverse team environment at our studio, and we are looking for passionate and capable people to join our team of experienced AAA console developers.

We are seeking a User Experience Designer who will be responsible for the usability and design of the front-end User Interface, HUD, and other interactions between the player and the game. This UX Designer works with the UI/UX team, Game Director, Game Engineers, and 2D Artists to create great, intuitive, and easy-to-use interfaces for players.

Responsibilities:

- Design the architecture of the Game UI with iteration based on usability testing and the functional requirements of the game design.
- Develop interface wireframes, mockups, prototypes, test flows, specifications, and UX design guides for review and feedback from Designers, Artists, Engineers and Producers.
- Evolve rough ideas into polished user flows with usability testing and interviews to identify player behavior to improve the design.
- Implement the User Interface within our game engine.
- Conduct concept and usability testing, gather feedback, generate solutions, and execute on design improvements based on this feedback.
- Work with UI/2D Artists to develop and implement intuitive and attractive user interfaces.
- Contribute to peer reviews, troubleshoot, problem solve, and provide constructive feedback.

Job Requirements:

- Minimum of 2 years of game development experience with a focus on UX/UI.
- Strong portfolio of shipped games (mobile, console, PC) or other website or software design projects.
- Experience in developing flexible interfaces for console, PC, or mobile.
- Deep understanding of user-centric design principles and a rigorous focus on the smallest details.
- Proficiency with Adobe Creative Suite and knowledge of wireframe tools.
- The ideal candidate has strong technical capability in scripting and/or programming.
- Degree or equivalent experience in Human Computer Interaction, User Experience, Digital Media Design, Game Design, Fine Arts, or related field is desired.
- Passion for making and playing great games, with an interest in other areas of game design, such as progression systems or micro-transactions, along with an awareness of current titles and industry trends.



To apply for this position, send your resume and portfolio to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.

About Velan Studios:

Velan Studios' mission is to create ground-breaking game experiences centered on new forms of play across both existing and emerging platforms. Velan Studios is an independent studio comprised of a diverse team of seasoned developers who have worked at various AAA studios like Vicarious Visions, Naughty Dog, Harmonix, Nintendo, Guerilla Games, Avalanche Studios, Retro Studios and more. Velan Studios is based in Troy, NY.

In March of 2019, Electronic Arts announced that EA Partners will publish Velan's first original IP for consoles, PC and mobile platforms.