



UX Designer

Job Purpose

Throughout the user-centric development process, UX Designers focus on the game as a whole, while considering the impact of every design choice. As a creative problem-solver, they will produce solutions to prevent any (frustrating) discontinuity in the player experience.

Responsibilities

- Be responsible creating wireframes, functional prototypes, game flows, user stories and applying relevant user research and competitor analysis methodologies to all areas of the project, including but not limited to, UI, design, and accessibility;
- Work in collaboration with game designers, and UI artists and help define solutions for complex design systems to ensure they can be understood from the user's needs.
- Propose appropriate solutions in the form of wireframes (static and interactive), user-journeys and flow diagrams while considering technical constraints and accessibility for a wide variety of platforms.
- Ensure consumer satisfaction throughout the various project phases by engaging with user testing, A/B testing, interviews, and ensure action is taken from this feedback.
- Become embedded within feature teams, communicating UX guidance and needs to ensure usable designs.
- Create documentation and presentations which clearly communicates the user experience design to all levels of the team;
- Be a champion for accessibility within the teams;
- Create low fidelity, highly functional prototypes;

- Undertake competitor analysis and champion best practice and common design patterns are followed.

Skills and Knowledge

- Understanding of interface & interaction design, visual hierarchy, information density, information architecture and a strong understanding of human psychology through the lens of game design;
- Problem-solving, organizational, communication, interpersonal, and presentation skills;
- Working on multiple designs simultaneously;
- User-focused orientation and an interest in communication, psychology, and behaviour;
- You can work collaboratively as part of a larger team and are able to take and action feedback, communicating with key stakeholders to confirm direction and consistency of work.

Relevant Experience

- Experience in UX Design.
- Portfolio examples of prototyping, wireframes and design mockups.
- Certification in relevant field of study.