

March 12, 2019



Chromatic Games
104 N. Main Street FL.6, Gainesville, FL 32601
<https://chromatic.games>

Chromatic Games, the developers of the Dungeon Defenders franchise, is offering the opportunity for a talented and driven UI/UX Designer to make bold design decisions that will significantly shape brand new projects and to do this with a highly skilled and enthusiastic team that is eager to collaborate! Do you find yourself:

- Critiquing the UIs of a game while playing it?
- Having a passion for games and a love for the strategy / RPG genres?
- Wanting the creative freedom that comes with working at a studio that owns and publishes their own IPs?

Then you may be a great fit to join our team! We're seeking UI / UX designer that champions the creation of in-game UIs from concept to completion. In this position, you work closely with designers, producers, artists, and programmers to achieve goals and ensure the project's vision comes to fruition. Your mission is to utilize the virtues of usability and elegance to craft the best experience possible for players. This is a 6-month contract position with a strong possibility of future full time employment. We have a strong preference for on-site work in our Gainesville, Florida studio.

Responsibilities

- Spearhead the conceptualization of brand new UIs and communicate your vision to the team with detailed mockups and UI flows.
- Collaborate heavily with designers to refine ideas and ensure project vision is achieved.
- Make your artistic vision come to life by having a direct role in its implementation.
- Engage in cross-disciplinary communication to accomplish technical implementation
- Participate directly in usability testing to ensure efficacy of design.
- Iterate on feedback to polish your design and maximize its usability.

Requirements

- 3+ years of experience in a UI/UX design role.
- Expert knowledge of UI softwares within the Adobe Suite (Photoshop, Illustrator, etc.)
- Strong Communication skills with an ability to thrive in a highly collaborative setting.
- Understand how to gather data through feedback to evaluate the efficacy of a design.
- Self-motivated towards creatively solving problems
- Your resume **must** include a link to an online portfolio and examples of UI design.

Preferences

- Experience with Unreal Development, especially UE4.
- Experience with HTML, CSS, After Effects, Adobe Edge
- Graphic Design Skills

Benefits

- A casual and friendly work environment
- Flexibility to start your work day at a time that best fits your personal schedule. Required to work eight hours a day, with core hours being 11AM to 5PM.
- Profit Sharing Options

If all of this sounds like something you want to be a part of, joining a cohesive team that likes to have fun while being professionals, then let us know. Send your resume and portfolio to **jobs@chromatic.games**. Any additional follow up will include a UI/UX test. We look forward to hearing from you!