



Freejam is a game development studio based in Portsmouth Harbour, UK. The independent developer is currently working on multiple projects for both PC and console platforms, most notably the free-to-play game Robocraft which has over 13 million registered users worldwide.

JOB TITLE:

UI ARTISTS

JOB SUMMARY:

Freejam, the makers of Robocraft want to hire several UI artists at all levels of experience to join its massively successful Development Team. This job-role would require a highly organised individual to help create and implement a complicated user interface for a new Freejam game. The job is split into two main parts. First, the candidate will work with designers to develop a smart and beautiful UI that everyone can use. Second, the candidate will work with our in-house marketing team to produce all promotional material for the game.

SALARY:

DOE (Depends on Experience)

EXPERIENCE:

Junior to Senior

RESPONSIBILITIES:

- Strong experience creating game front-end systems design and functionality.
- The successful candidate will need to demonstrate a core understanding of good graphics, iconography and typography.
- Able to demonstrate comprehensive understanding of good UX and Good UI,
- Experience creating UI in Unity3D engine is useful.
- You should have a strong background in Graphic Design, with excellent Photoshop and Illustrator skills.
- Video editing skills useful for making trailers and gameplay footage.
- The successful candidate will also be asked to produce in game graphic design related assets, such as advertising and fonts so as to tie the in-game environments to the Front-end and HUD.
- Knowledge of 3D construction using Maya or Max would be a bonus.

To apply, please send your C.V and a link to your portfolio to Stuart Godfrey at:
sgodfrey@freejamgames.com