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# Example of Artist, UI Job Description

Our company is growing rapidly and is searching for experienced candidates for the position of artist, UI. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

## Responsibilities for artist, UI

* Work closely with game designers and developers to ensure correct implementation of designs
* Work closely with UI designers and UI programmers, developers from other disciplines, to develop game content
* Programs, creates, and debugs various UI elements using ActionScript, including front-end and in-game components
* Build pixel-perfect screens based on approved mock-ups, with an eye toward states, edge cases, and dynamically localized text
* Assist in the design and user experience architecture of new screens, UI components, and user flows
* Iterates work in progress according to reviews, changing requirements, and user playtests
* Proactively seeks feedback from stakeholders including the UI Art Director and the Lead UX Designer
* Specs out tasks and generates time estimates when needed
* You will be a responsible for creating and maintaining the overall artistic vision together with the rest of the UI team
* You will visualize UI solutions in order to provide players with the best experience possible, with a focus on quality while also adhering to a coherent style

## Qualifications for artist, UI

* Knowledge of Javascript, experience with web development, application design, basic HTML, XML & CSS
* Understanding of Flash AS3
* Experience/knowledge of Agile/iterative development methodologies
* Specific game development experience
* Experience with Flash and/or ScaleForm is a definite plus
* Has shipped at least 1 title as a UI Artist