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# Example of Artist, UI Job Description

Our innovative and growing company is hiring for an artist, UI. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don’t fill all of the qualifications, you may still be considered depending on your level of experience.

## Responsibilities for artist, UI

* Creation and maintenance the overall artistic vision together with the rest of the UI team
* Visualizing of UI solutions in order to provide players with the best experience possible, with a focus on quality while also adhering to a coherent style
* Complete assigned tasks autonomously through any stages of the production process from conception through to final sign off
* Implement optimal functionality and usability of assigned features and help suggest methods to verify success
* Play an active role in the sign off process, including being self-critical and providing suitable feedback
* Creatively apply the project UI art direction and ensure consistency throughout the work
* Produce well optimised assets in line with technical requirements and conventions
* Create, edit, and optimize high quality UI assets and animations
* Develop visual systems that achieve goals from both game design and UX perspectives
* Iterate designs according to work reviews, changing requirements, and user playtests

## Qualifications for artist, UI

* 2+ years experience in Adobe Photoshop, Illustrator and After Effects
* 2D Illustration skills is a must have
* UX/UI experience on successful mobile titles
* Highly effective communicator and collaborator within a small team environment
* Rich portfolio that includes numerous examples of web, interactive and application work
* Experience creating prototypes using Photoshop, Illustrator, Dreamweaver and/or Flash