UI/UX Designer

Good design is obvious. Great design is invisible.

- Do you see life as a great app that could be improved with the right icons, buttons and flow?
- In your eyes is Microsoft Windows the greatest and the worst invention ever?
- In your opinion, if any old picture is worth a thousand words, should the perfectly created image translate to one single word?

If you've answered yes to any of these questions, then read on, Mr. Ashida!

Desired Skills & Traits

- Double vision: a user's and a designer's.
- Superior knowledge and long-time experience with the digital design software tools of your choice.
- Ability to adapt to your vision to any technology from web and mobile to game console and desktop to virtual and augmented realities.
- Excellent communication skills (preferably not flag semaphore).
- Proficiency in design fundamentals like typography, color theory, layout and user-centered design principles.
- A knowing chuckle when you're given multiple simultaneous projects.
- A strong understanding of the latest web technologies and their capabilities
- Willing to listen and learn to speak with species other than your own, such as programmers, production managers, and clients.
- A not-at-all-secret passion for games.

Experience

- 2+ years of experience designing user interfaces for games and websites.

Responsibilities

- Translate user stories into wireframes, workflow diagrams, interactive mockups and prototypes.
- Gather and evaluate user requirements, especially the ones they don't know about.
- Design and create UI elements for websites, apps, and traditional, VR and AR games.
- Explain design choices and provide rationale.
- Collaborating with dev team to implement and integrate the designs.
- Take notes and critiques without taking offence.
- Follow, maintain, and expand visual pattern libraries and style guides.
- Identify opportunities to improve products.

Before You Hit Send

Make sure you provide us with a:

- Cover Letter
- Resume
- References
- Portfolio

About Joydrop/Mikutech

Joydrop/Mikutech is a full-service agency specializing in making video games. Under the branding of Joydrop, we make entertainment for the consumer on Nintendo Switch, Sony PlayStation, Microsoft Xbox One, mobile, and PC. Mikutech is our brand for serious gaming solutions involving medicine and training, and augmented and virtual reality. Both brands were established by Mark Mikulec, a veteran game developer on titles like Warframe and Bioshock, an architectof3D graphics engines and a visionary who has been at the forefront of VR/AR long before its recent popularity.

Working at Joydrop/Mikutech means working elbow to elbow with respected industry professionals and up-and-comers in code, art, and design. It also means you'll not only be given the chance to show off your expertise and finesse, but learn alongside similarly ambitious people.

Mikutech is located in London, Ontario. London possesses a large game developer community and is also a great party town. We believe to work hard, you also need to occasionally party even harder.

The job's requirements may seem daunting, but if you're fresh out of school, you're in luck –we love new grads! Academic experience (via group projects) can count just as much as industry experience.
For further information about Mikutech visit www.mikutech.com or twitter@MikutechTips. Apply to jobs@mikutech.com and mention this job posting in the subject. For more information about Joydrop Ltd, visit joydrop.co.