



▶▶▶ **SEARCHING FOR...**

GUI artist

The ideal candidate has a strong design background and is familiar with a broad range of games at the UI level. This candidate will work closely with artists, designers and programmers to ensure the user interface is usable, attractive, clear, and efficient.

x Qualifications

- 2-3 years of professional or related educational experience working as an interface or graphic designer in computer gaming or a related field
- Thorough understanding of the principles of usability and UI flow
- The ability to create original and bold graphics.
- Ability to conceptualize screens and interfaces based on game design documents
- A clear understanding of art optimization and color indexing
- Good verbal and written communication skills and ability to interact effectively
- A comprehensive knowledge of competitive products, their interfaces, conventions, and industry standards
- A passion for gaming

x Preferred

- Prior usability testing experience
- Scripting experience
- HTML / web design experience

x Tools of the trade:

- Adobe Illustrator, Photoshop, After Effects
- Flash/Action Script Working knowledge of 3ds Max/ Maya (or similar) will be helpful.

Candidates providing direct links to online samples of any of the following will be considered first:

- Screenshots or mockups of screens, dialogs, main game interfaces
- Iconography and typography samples
- Web design and layout
- Traditional graphic design and layout

▶▶▶ Further Information about Papermint:
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