



UI ARTIST JOB DESCRIPTION:

Position: UI Artist

Location: Remote (UK)

Report to: Producer

Type: Fixed-Term, 18 Month Contract

Hours: Monday to Friday, 37 hrs, Flexitime

About Us

Milky Tea is an award-winning video game development studio based in Liverpool. Our exceptionally talented team of 30 people work across the UK and the EU, developing memorable gaming experiences using the latest technology for some of world's biggest brands, platforms, and publishers.

Overview of Role

We currently have an exciting opportunity for an UI Artist to join our team. In this role, you will help develop our in-game UI and UX, working with our development team to ensure the game branding is consistent wherever it is viewed.

You will collaborate with multiple teams at Milky Tea and you will take conceptual ideas and create a variety of visual styles and layouts to deliver visual representations that will become the brand and brand guidelines, and ensure these guidelines are followed wherever and in whichever form the brand is represented.

You will have the chance to be involved with different game development disciplines during studio wide game jams and when possible, be able to attend regular games industry events.

Main Duties and Responsibilities:

- Design and develop game UI, UX and HUD.
- Design and create marketing collateral for video game projects at physical and digital events
- Conceptualise original ideas that bring simplicity and user friendliness to complex user paths
- Create wireframes and user flows to effectively communicate interaction and design ideas
- Design and develop existing and future game and Milky Tea branding.
- Work to clear and defined milestones and flag up any issues to senior staff
- Research new software and industry techniques and share with the team
- Participate in idea generation sessions and work shops
- Monitor, communicate and apply quality standards

What We Are Looking For:

Experience:

- Proven UI art experience
- Experience with Unity game engine is essential
- Competency in using Adobe Suite and wire-framing software (i.e., Figma or Adobe XD) is essential.
- Shipped at least 1 game title is a distinct advantage
- Graphic Design experience is a distinct advantage
- Experience with UX is not necessary but advantageous

Personal:

- A passion for all forms of art and creativity
- Strong all round portfolio showing concept to execution
- Exceptional attention to detail
- Excellent understanding of game art asset production and creative production processes to improve art pipelines
- A self-starter who is willing to observe potential pitfalls and to think quickly and help the leadership team to solve problems
- A great team player with excellent communication skills and can collaborate, teach, and learn from others
- Extremely organised with the ability to prioritise and coordinate other members of the art team
- Up to date with latest UI trends, techniques, and technologies
- Passionate about games, technology, and the digital space
- Ability to write and work within technical documentation
- A disciplined and professional work ethic

What We Offer:

- We offer fully remote working
- We have a flexi-time working policy, core working hours are between 10am to 4pm
- You will receive 28 days holiday per year, inclusive of bank holidays, and an additional 1 days paid holiday "Birthday Bunk Day" per year
- After 2 years of continuous service, your holiday entitlement will increase year-on-year by one extra day's holiday up to a maximum of five additional days
- You will be offered a competitive company pension scheme
- You will be entitled to the company performance bonus scheme. We pay a company performance bonus depending upon the financial performance of the business. (This is once a year after completing 12 months employment)
- We hold regular team social events throughout the year (Virtual and non-virtual)
- We will supply you with a company laptop and/or desktop
- Company parking permit will be available if required