Turkey Jobs Expertini®

UI Designer

Apply Now

Company: Dream Games

Location: Şişli

Category: other-general

Job Description

We are looking for a passionate UI Designer to join our team. As a UI designer, you will be responsible for designing the user interface of a new mobile game from scratch. You will work hands-on with developers, game designers, and artists to implement UI elements into the game that will be played by millions of people all around the world. At Dream Games, all team members have a genuine chance to contribute to the final product and have an impact on the company. If you want to be a team member of a fast-growing company, you might be the person we are looking for!

Responsibilities

Designing clean and pleasing user interfaces and evaluating them through user-testing

Creating typography, iconography, and color palettes for new games

Developing a deep understanding of the player needs to improve user experience

Working on the development of a visual style, design, and overall look of the games

Finding creative art solutions for the production challenges

Requirements

Ability to design mockups, wireframes, and interactive prototypes of new interfaces

Passion for creating user-friendly, appealing, and consistent UI elements

Excellent working knowledge of Adobe CS package

Appreciation and understanding of teamwork

Protecting your privacy and the security of your data is a top priority for Dream Games. We collect and process your personal data as confidential as part of the recruitment process. Please read our and to know more details.

Apply Now

Cross References and Citations:

- 1. UI Designer Jobs Şişli 🥕
- 2. UI Designer Jobs Şişli 🥕
- 3. UI Designer Jobs Şişli 🥕
- 4. UI Designer Jobs Şişli 🥕
- 5. UI Designer Jobs Şişli 🥕
- 6. UI Designer search Şişli /
- 7. UI Designer job finder Şişli 🥕
- 1. UI Designer jobs ∕
- 2. UI Designer jobs/
- 3. UI Designer jobs ∕

Sourcehttps://tr.expertini.com/jobs/job/ui-designer-sisli-dream-games-b84994fa73/

Generated on: 2024-05-06 Expertini.Com