



GRADUATE - UI/UX ARTIST

LOCATION: Level 2, 44 Pirie Street, Adelaide, 5000

SALARY: \$50,000

JOB SUMMARY: To complete the general requirements of the Mighty Kingdom Graduate Program.

The UX Designer will work with the UI/UX Lead, fellow UX Designers, Production Management and Game Designers to gather requirements, create screen flows, wireframes, product prototypes, assist in content development, and in developing usability test plans. Testing feedback and data analysis will also inform iterative changes to our designs.

- RESPONSIBILITIES:**
- Completing all core and discipline specific modules as directed by the team.
 - Complete all assessments as set out by program mentors.
 - Concept and mocking up of UI/UX style and flow using Photoshop or Illustrator.
 - Layout and creation of UI elements in Photoshop, Illustrator and Unity, using Unity GUI and 3rd party plugins.
 - Understanding of memory restrictions on mobile and how it applies to UI design and asset creation.
 - Animation of UI elements in Unity.
 - Basic coding in C# is desired but not essential.
 - Communicating with product leads about the project vision and goals.
 - Understanding the brand you are working with and making sure you are staying on style.
 - Communicating with programmers and designers about how the UI/UX needs to work in the final product.

- PROGRAMS TO KNOW:**
- Photoshop
 - Illustrator
 - Unity Game Engine



Mighty Kingdom

Level 3, Myer Centre, Rundle Mall,
Adelaide SA 5000 Australia
PO Box 3106, Rundle Mall SA 5000, Australia



**LEARNING
OUTCOMES:**

- Experience in graphic design and/or graphic and multimedia design.
- Experience designing for mobile games or applications.
- Previous game development experience is a plus.
- Prior experience in launching consumer apps or games a plus but not essential if applying for a more junior role.
- Proficient in wireframing and prototyping software.
- Knowledge of UI/UX industry standards and trends.
- Strong interpersonal and team skills.
- Ability to adapt and manage shifting priorities as projects evolve.
- Body of work showcasing your process, iterations, and final product.
- Ability to work collaboratively in a team environment.
- Familiarity with video games and mobile apps.
- A desire to create a strong end product.
- Experience animating in Unity.
- Familiarity with the Agile process.



ADDITIONAL SKILLS: *Working on your own*

- Thinking Creatively - Developing, designing, or creating new applications, ideas, relationships, systems, or products, including artistic contributions.
- Updating and Using Relevant Knowledge - Keeping up-to-date technically and applying new knowledge to your job. Be prepared to research, your market, other games, ways to do things, economies, etc.
- Making Informed Decisions and Solving Problems - Analysing information and evaluating results to choose the best solution and solve problems.
- Getting Information - Clearly interpreting direction from multiple sources and observing how information is disseminated within the team. Receiving and deciphering feedback in a constructive manner and being willing to ask questions when policy or procedure is not understood.
- Organising, Planning, and Prioritising Work - Developing specific goals and plans to prioritise, organise, and accomplish your highest standard of work.
- Demonstrate enthusiasm and drive when performing job functions, while remaining flexible in undertaking other activities and responsibilities that may arise. Be a self-starter who takes the initiative and seeks out tasks.

Working in a team

- Developing and Building Teams - Encouraging and building mutual trust, respect, and cooperation among team members. Developing and maintaining constructive and cooperative working relationships with others.
- Understand your core skills and your secondary skills - lean on others to fill in the gaps in your skill set try to grow your core skills and add more secondary skills.
- Coaching and Developing Others - Identifying the developmental needs of others and coaching, mentoring, or otherwise helping others to improve their knowledge or skills.
- Collaboration - seeking out opportunities to contribute to the team by exploring ideas with the team to get buy-in and get better outcomes.
- Be ready to work on anything and be prepared to be versatile.

Working with third party providers, clients & understanding your players

- Be ready to listen to your players and use that information to guide your decisions
- Be keen to talk to partners about product - clear, succinct, open-minded, friendly, and always accountable and honest.
- Commercial mindset - Focus on the customer and try to make informed choices on their behalf.

