

UI-UX ARTIST for UNITY GAME (see SIMS VR/AR)

Who we are and what we do:

We, the international software company [Avataris \(https://avataris.io\)](https://avataris.io), are developing a game with Unity 3D, which, like "The Sims", focuses on interpersonal relationships, but at the same time uses maximum realism and state-of-the-art technologies. For example, the user experiences our game from the ego-perspective – optionally also in VR or AR – and controls virtual avatars that create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hair and VR hand interactions, etc.). As part of our team, you would work with cutting-edge technologies and Unity's state-of-the-art achievements to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team, we are looking for a talented 2D artist (UI, UX, graphic design).

Possible tasks (depending on your interest and suitability):

- Creating the user-interface of a high-quality game
- Focus on user experience (UX) and usability for different devices (2D/3D/VR/AR)
- **Design of menu, settings, character customization tools, etc.**
- If possible, work with Unity 3D and its UI system
- Work on special effects and animated UI
- Creating promotion videos (Adobe Premiere)
- Logo, button and illustration design (vector graphics)
- Designing our webpage and game store appearance

Your skills/experience:

Important:

- Lots of experience with typical artist tools and 2D graphic programs (Adobe, etc.)
- **Experience with Unity is a great advantage** and needed for some tasks above
- Depending on the area of responsibility (see above) the relevant experience
- Passion for game development
- Problem-solving oriented, proactive and high-quality awareness

Advantageous:

- Unity Assets
- Education in graphic design / UX / UI or usability
- English & team experience

The advantages of our job offer:

- Eventually leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- We are a promising pioneer in gaming and avatar technologies
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team

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