KodoKraft – Open Positions

Position: UI Artist
Location: Remote
Type: Full-Time / Contract

Overview:
Kodokraft is seeking a creative and detail-driven **UI Artist** to design beautiful and functional user interfaces for an upcoming cross-platform title. You'll collaborate with UX designers, developers, and product teams to translate concepts into polished, production-ready UI that elevates the user experience and aligns with the visual direction of the project.

Responsibilities:

- Design high-quality UI assets including buttons, icons, menus, HUD elements, and overlays.
- Translate wireframes into engaging visual designs that are both stylish and intuitive.
- Create mockups and design specs for development handoff.
- Collaborate with developers to implement and iterate UI in-engine (Unity or Unreal).
- Help define and maintain UI style guides and visual standards.

Requirements:

- 3+ years of experience in UI design for games or interactive applications.
- Strong portfolio showcasing UI work with a good sense of layout, typography, and visual hierarchy.
- Proficiency in design tools such as Figma, Adobe Photoshop, Illustrator, or similar.
- Understanding of responsive and adaptive design principles.
- Clear communication and comfort working in remote teams.

Nice to Have:

- Experience with sci-fi or fantasy themed UI design.

- Ability to create simple UI animations or transitions.
- Familiarity with Unity or Unreal UI systems.