Role Description
Experienced UI Designer

Who we are:

PikPok is Aotearoa New Zealand's oldest and largest video game developer and publisher. We strive to successfully provide rich game experiences, crafted by talented teams who are curious, take ownership, and collaborate well. We are committed to providing a safe and supportive workplace that enables our teams to make games which will be enjoyed worldwide across mobile, desktop, and console.

About the Role:

You will work within our development teams to create amazing experiences that engage and entertain. Depending on the title being worked on the role may include, but not be limited to: UI/UX flows and mockups, finished screen and UI asset design, system design, interaction design, animation and VFX, and in-game implementation. They also work collaboratively with other UI designers and artists to help grow the craft of UI/UX within PikPok.

You will be a confident and willing communicator, able to present your ideas clearly and work closely with other disciplines both within and outside the team. We need someone who appreciates and values close collaboration and effective teamwork as a means to achieve consistently great results.

The Experienced UI Designer's responsibilities include:

As an Experienced UI Designer you will have an awareness of your work that goes beyond the next asset and current milestone, and play an active role in the planning and execution of goals and features. You should display a reasonably high level of independence - be able to work effectively without much direct oversight, either on your own or as part of a cross-discipline team. A mature and professional attitude and work ethic is expected, showing a dedication to collaborate, iterate and improve, combined with the initiative to self-direct your own workload if required. You should be applying a high level of critical thinking to what you're doing, and have the capability to effectively identify and resolve roadblocks or issues yourself.

1. Responsibilities include, but are not necessarily limited to:

- Contributing directly to UI/UX art and design on PikPok projects under the guidance of senior staff and project leads, including but not limited to:
    - Designing and developing screen mockups, assets, effects, and animation.
    - Laying out screens in-engine.
    - Producing flow designs and mockups.
    - Consulting or otherwise working alongside others in exploring, scoping, and planning UI.
- Designing creative, effective solutions to project UI/UX problems, and working closely with other disciplines to ensure those designs are clear, practical, and meet the needs of the game design and constraints.
- Working constructively with other artists,designers, and management to help solve issues and improve the craft of UI and UX within PikPok.
- Showing an ability to design and optimise mechanics and interfaces to create an experience that is both easy and robust for players to learn and use.
- Demonstrating the knowledge and ability to maintain consistency across UI elements, including considering standards with which players are familiar in order to maximise usability.
- Learning and demonstrating an understanding of PikPok's internal UI standards, applying them as appropriate.
- Demonstrating skill at creating and iterating clear, well-considered UI mockups encompassing all required elements with desired hierarchies.
- Showing an ability to develop mockups into demos using appropriate tools.
- Demonstrating skill in mapping out meaningful game flows that encourage desired user behaviour.
- Using UI flows and affordances to see the experience end to end, to achieve both user satisfaction and business goals.
- Being flexible and prepared to work on a variety of projects with a variety of needs.
- Demonstrating some understanding of the wider visual and experiential goals of projects and contributing meaningfully towards this in your work, without high levels of direct guidance and direction.
- Showing initiative on seeking tasks (particularly in times of lessened workload), and effectively looking for ways to improve work without explicit direction.
- Contributing towards — and actively participating in — training and professional growth activities as required at individual, team, divisional, and studio levels.
- Taking opportunities to proactively learn new skills and software.
- Iterating effectively and as required. Take on board feedback, guidance and instruction and be able to follow that through in your work
- Providing feedback objectively, constructively, and effectively as required.
- Effectively planning and estimating tasks.
- Asking questions and seeking clarification and assistance when needed.
- Understanding how your work is utilised and being able to troubleshoot and iterate to meet the required use of said content.
- Being familiar with studio games and playing relevant titles.
- Undertaking projects as requested by the reporting manager, discipline lead, or division head.
- Demonstrating a developed level of ability and actions with regard to communication, soft skills, and professionalism.
- Assisting and mentoring more junior-level staff with their own work, as required.

- Demonstrating a sound understanding of Agile development as it relates to project/team-level requirements, expectations and interaction, and participating as required.
- Actively upholding the company values.

2. Contribute to the effective and efficient operations of PikPok by:
   - Participating actively as a member of the PikPok team.
   - Fostering open, two-way communications at all levels.

3. Provide PikPok with professional services which are recognised as:
   - Highly professional and competent.
   - Offering a superior level of service.
   - A source of value-added input.
   - Highly proactive in carrying out its functions.
   - Understanding PikPok strategies/objectives and the support required to achieve these.

4. PikPok's priority is the health and safety of all those around us. Our people are encouraged to work together to provide a safe environment for all, by:
   - Ensuring health and safety procedures are understood and adhered to.
   - Reporting all identified hazards to pandc@pikpok.com within five working days.
   - Reporting all accidents, incidents or near misses to pandc@pikpok.com within two working days.
   - Participating in Health & Safety training as required.
   - Taking responsibility for personal Health & Safety behaviour in the workplace.
   - Completing any requests to support H&S correction activity in and for the Studio.
   - Actively supporting Health and Safety initiatives in the Studio.
   - Recognise and reward positive health and safety behaviours in others (if a manager of people).
   - Promote and encourage process improvement opportunities to further improve health and safety (if a manager of people).

Stakeholders and key relationships

- UI Managers
- UI Department
- Chief Design Officer
- Chief Creative Officer
- Project leaders
- Art Directors

Live the PikPok values

Be Curious

Be interested in everything and ask questions often. Strive to understand our players' needs and follow that through in your work. Be okay with challenging your own preconceptions and established ideas and understand how important this is to growth. Recognise that everyone has something to learn, but also that everyone has something to teach. Bring enthusiasm and passion to your work.

Take Ownership

Take responsibility for your work, be willing to make a commitment and own both successes and failures. Have the maturity to learn from mistakes and be hungry for feedback, and don't let uncertainty result in procrastination. Understand that quality is everyone's business and push yourself and others to own the delivery of that quality. Be reliable, finish what you start, and work to make your contribution the best that it can be.

Collaborate Well

Show a willingness to collaborate and to think beyond yourself. Listen actively to others and strive to acknowledge and appreciate their point of view. Understand that 'you are not your work' and that constructive critique and collaboration is important in making anything the very best that it can be. Understand your shared and common purpose and work to support and nurture your colleagues. Be respectful, be understanding, and be kind.