



UI/UX Artist

WN Talents

Job Overview

Job Type:	Full Time
Location:	Nicosia, Cyprus
Address:	Кипр, Никосия
Website:	https://talentsingames.com/

Description

A game development studio with over 10 years in the industry and a track record of multiple released projects is looking to expand its creative team. The company focuses on creating engaging casual and midcore games for desktop and mobile platforms. The team consists of experienced artists, designers, and developers based primarily in Cyprus, with team members also in Greece and Moldova. While the studio is currently focused on one live title, it has plans to launch new projects in the near future.

Responsibilities:

Design and implement user interfaces and user experience flows for game projects (buttons, assets, interface elements).

Prepare game assets in line with the project's visual style.

Create in-game banners, buttons, and other UI elements, as well as static marketing graphics for various platforms (Steam, Google Play, iOS, EGS, etc.).

Collaborate closely with the game design department to ensure seamless integration of UI/UX solutions.

Utilize AI tools for asset generation, polishing, and workflow optimization.

Requirements:

Proven commercial experience with released projects in portfolio.

Strong understanding of UI/UX principles and the importance of player experience.

Basic knowledge and openness to working with AI tools (e.g., MidJourney, ChatGPT, ComfyUI).

English level B2 or higher (spoken and written).

Experience as an art lead with UI/UX expertise is a plus.

Work Conditions:

Office location: Cyprus (preferably Nicosia), hybrid work format possible.

Flat team structure (3 artists, 2 concept artists, 1 animator, direct collaboration with the game design department).

Paid vacation and sick leave.

Career growth potential to Art Lead for candidates with relevant leadership experience.

Last updated: 15.08.2025