

SMOKING GUN™

INTERACTIVE

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Artist - Flash/UI – Senior

Smoking Gun Interactive is looking for a talented and motivated **Senior Flash UI Artist**. The ideal candidate has a background in graphic design, prior game user interface development experience, and is knowledgeable in the current trends and techniques in interface design.

Responsibilities:

- Collaborate with the Art Director and a Lead Artist, to develop the look, animation and implementation of UI components (menus, HUD, gameplay UI, iconography, and special case interactive and graphic content) to create a seamless and polished user experience
- Work closely with a Designer, Programmer, and Audio designer to plan and rapidly create functional UI prototypes necessary to prove out gameplay concepts based on design specifications
- Produce UI art assets in Scaleform within tech specifications and memory constraints
- Create final quality art assets and animations based on the approved in-game prototypes according to functionality specifications and visual direction
- Use Photoshop, Flash and other software (AfterEffects, 3d Max, etc) as necessary for UI pre-visualization comps and to help create in-game assets as needed
- Provide feedback on tools and pipelines
- Collaborate on and integrate feedback from various departments to achieve most polished user experience

Qualifications:

- 5+ years of experience developing interactive interfaces with Flash
- Proven knowledge of Flash animation techniques using both the timeline and programmatic motion
- Strong design and traditional art skills
- Strong knowledge of 2D art tools like Photoshop or Illustrator
- Experience working in Scaleform, ideally in UE3 or UDK
- Proven knowledge of UI design and ability to generate great design ideas
- Basic proficiency with ActionScript 2 and/or 3
- Strong verbal and visual communications skills
- Strong organizational and analytical skills
- Comfortable in a fast paced environment with tight turnaround
- High degree of initiative with ability to work independently and in a team environment
- High degree of ownership of the work and willingness to iterate on work until it shines
- Ability to accept constructive feedback and work cooperatively as a member of a team
- Ability and willingness to learn new programs and pipelines
- College-level education in Graphic Design, Animation, Motion Graphics, or Illustration or equivalent work experience as a User Interface Artist

Assets:

- Previous Flash game development highly desirable
- Flash programming with ActionScript.
- Game development experience on consoles (360, PS3, Wii, Kinect) or PC
- passion and experience in high-end multimedia and interactive design