

**Location:** Remote or Hybrid (Madrid office)

**Team:** Design

**Reports to:** Lead of UI/UX Artists Department

## About Us:

We're a playful, design-driven mobile game studio crafting *cute, casual, and cozy* merging games that spark joy. Our mission is to create beautifully intuitive worlds where players can relax, collect, and express their creativity through delightful interactions. We believe in charm, character, and cleverness — both in our games and in our team.

As a **Senior UI/UX Designer**, you'll shape the player's experience from first tap to deep progression. You'll blend functionality with delightful aesthetics to create interfaces that are intuitive, joyful, and crafted with love.

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## What You'll Do?

- Design **intuitive HUDs, menus, popups**, and navigation systems that feel charming, lightweight, and deeply usable.
- Prepare files and assets for technical artists.
- Work closely with **Game Designers, Artists, and Developers** to implement and iterate UI/UX features.
- Creating illustrations and icons for popups.
- Own the **visual design language** for our games' interfaces, ensuring consistency, accessibility, and brand alignment.
- Conduct **user research, playtests**, and interpret player feedback to optimize experiences.

## You Bring:

- **5+ years of experience** in UI/UX design, preferably in mobile F2P games.
- A strong portfolio showing **polished, playful interfaces** and intuitive interaction design.
- Deep understanding of **player psychology, game UX**, and UI systems in casual or merging games.
- Expert with tools like **Adobe Photoshop, AI**.
- Prototyping skills.
- Passion for cute, cozy aesthetics and love for mobile gaming.
- Ability to balance business, user, and production needs.

## You Also Have:

- Strong **communication skills** to articulate design decisions clearly across disciplines.
- A **collaborative mindset** — you enjoy co-creating with developers, artists, and product folks.
- A **player-first attitude** and deep **empathy** for user experience.
- The ability to **give and receive feedback** constructively and with kindness.
- Self-driven but not ego-driven — you love **learning and growing as a team**.

## Bonus Points:

- Experience designing for **merging, decorating, or simulation** genres.
  - Familiarity with **animation/micro-interactions** for UI delight.
  - Knowledge of **accessibility standards** for mobile games.
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## Why Join Us?

- A creative, supportive team that values **empathy and design craft**.
- Work on games loved for their charm and emotional connection.
- Flexible hours and remote-friendly setup.
- Be part of a **growing title** with the potential to reach millions of players worldwide.

## How to Apply?

Send us your portfolio, résumé, and a short note on your favorite cozy game interface — and why you love it!