Game Interface Designer

Kola studios is a mobile game development company based in Kampala, Uganda. We build casual games that resonate with the culture of a target audience but also have global appeal. We currently have 4 games and 1 social application with a growing number of users every day. Our most popular game, Matatu has been downloaded over 40,000 times across Android and iOS smartphones. Matatu has over 100,000 games played every day.

Kola Studios is expanding and building games for a broader market and hope to cover all corners of Africa in the next 6 months.

We are looking for a Game Artist / UI Designer intern with excellent artist skills. The role will be working closely with our Head of Product to produce and design gorgeous looking designs for our mobile products. We are looking for a highly enthusiastic, dedicated and talented individual to complement our small team.

We seek someone who has had previous experience in creating 2D game assets in the industry previously, but will also consider excellent portfolios with parallel experience.

Position: Graphics Intern

Number: 2

Location: Kampala, Uganda

Duration: 3 Months

Description:

As a Game Designer, you will support our team's deployment of new and exciting games targeted at the global market. Armed with deep knowledge of the game design and development process and user needs, you will conduct market research and undertake various projects aimed at improving our current and future User Interfaces. Such projects might include game plays, user surveys, game testing, online UX and UI for marketing support. You may work across our games range and should expect a high amount of responsibility, on par with a regular team member. You come to us with a sharp, analytical and creative mind and an entrepreneurial spirit, and you're eager to join an exuberant, fast-paced team environment.

Responsibilities:

- Take full responsibility for projects as assigned.
- Research and develop deep knowledge of key.
- Develop smart, integrated, research-based marketing User Interfaces for games.
- Aiding in visuals for development of online campaigns.
- Contribute to the development of internal and external games.
- Take part in the testing phase of products

Qualifications

- Should be an undergraduate or graduate student pursuing a interaction design degree or in a related program

Desired Skills and Experience

- Ability to create and design high quality 2D in-game assets, 2D animation sprites and icons.
- Able to maintain a compelling and consistent style throughout the project.
- Highly proficient in Creative Suite, PS, AI etc
- Good time management and communication skills.
- Familiarity with web, tablet, mobile design trends
- Experience creating simple to moderately complex interactive experiences
- Bring a point of view to the design
- Highly collaborative but also able to work independently
- Fluent in English.
- Understanding of user flow

Please send CV and cover letter to jobs@kolastudios.com to be considered for this position. Only shortlisted candidates will be contacted.