

Position Summary: Filament Games is seeking a talented and bright UX Artist to join its core development team.

Qualifications: The UX Artist must have a degree in Graphic Design, HCI, Art, Animation, or equivalent experience, along with 3 or more years experience using Adobe Flash and visual design tools such as Photoshop and Illustrator. The candidate must have an online portfolio of their work that demonstrates experience with animating environments, interface elements, and characters. The UX Artist must be able to meet strict deadlines, work and communicate effectively with teams, and have a passion for creating games! The ideal candidate will also have experience with ActionScript 3, HTML, and CSS.

Duties: The UX Artist will be responsible for wireframing, drawing, and animating user interfaces and other 2-D visual effects. The UX Artist will also manage the art pipeline and integrate assets from other artists.

Position Level: Entry to Mid Level

About Filament Games: Filament Games is a game production studio that exclusively creates learning games. Our core competency is producing games that combine best practices in commercial game development with key concepts from the learning sciences. Accordingly, our senior staff is comprised of individuals who are equal parts game and instructional designers; a "dual literacy" that allows us to engineer authentic game-play mechanics (rules and interactions that directly correlate with specific learning objectives).

To Apply: To apply, please visit our website at www.filamentgames.com/jobs and click the "APPLY NOW" button next to the corresponding job posting. Include your cover letter, addressed to Connor Hayes, and resume. Please include your response to the first question below as well as three professional references in your cover letter. Applications that are submitted with links to online portfolios will receive extra attention.

Questions: Please respond to the following questions. The first response should be no more than one page in length, typed, included in your cover letter. The second response must be submitted as a swf and a fla. Upload the files for the second question in a zipped folder by using the "Upload work sample" option in the application. You may include hyperlinks to external materials.

1. Why did you decide to go into UX Art as a career? Where do you want to be in your career five years from now? How does Filament Games fit into your long-term career goals?
2. Develop a simple but engaging interactive Flash interface for displaying this [dataset](#). The data should be easy to comprehend and navigate, and the interface aesthetically pleasing. Snappy animations, smooth transitions, and a unified color scheme are a plus. Please include any sketches, wireframes, or other materials you use in the development of your interface. Please submit this as a swf and a fla. Upload the files in a zipped folder by using the "Upload work sample" option in the application.

Applications due: 5 pm CST, March 31st

NOTE: Applications that do not include the requested information will not be reviewed.

Applicants will be considered for positions on the basis of qualifications and ability to perform the job for which they are applying without regard to race, religion, creed, sex, age, residency, national origin, disability, sexual orientation, marital status or physical appearance. Minorities are encouraged to apply.

Compensation

Commensurate with experience.

Benefits

Filament Games is an awesome place to work. Why? Because we make great educational games, and that means we're changing the face of education. Our office is conveniently located on the near east side of Madison, WI, a lovely Midwestern university town. Plus, we offer a competitive benefits package, flexible work hours, and a friendly work environment. So what are you waiting for? Apply today and help us craft the future of educational gaming!