



# UX DESIGNER (WARGAMING PARTNERSHIP)

Location: Graz

As UX Designer, you will work with a team of veteran designers. Your mission? Create epic user interfaces for World of Tanks, the PC MMO title played by millions.

➤ **Apply now!**

## Your responsibilities

In your new role you will:

- Create **intuitive, fun and exciting experiences** by applying user centered design methods and processes
- Design awesome and high quality user interfaces
- Accompany features from conception to implementation as the user's advocate
- **Work closely with other departments** and stakeholders to create user interface solutions that can be enjoyed by a global audience of tank enthusiasts

## Your profile

- **Strong** user centered **design mindset** and a passion for games
- **Deep** sense of **visual** design  
Interest in proven **user centered design** methods, best practices and processes and the knowledge of how to implement them
- **Proficiency** using **design tools** (Adobe Creative Cloud) and concept/wireframing tools of any kind
- **Knowhow** about **xml layouting** would be an asset

## Our offer

- A **fun and stable** working environment within an **agile** and dynamic studio
- A culture of **empowerment** driven by a can-do attitude
- A **competitive salary, multiple benefits** and support with moving to Graz
- Living in one of the Top #5 cities with **highest life quality** in Europe, a jump away from the Alps and the Mediterranean Sea

## About us

Based in Graz, Austria, Bongfish was founded in 2006 with the simple goal to craft incredible games that combine state-of-the-art technology with deep gameplay.

Our games, including the acclaimed Stoked series of snowboarding titles and unique racing/shooter hybrid Calibre 10 series, have won millions of fans around the globe. We bring a high-tech approach to game development and have more than 10 years of experience working with some of the top game publishers in the industry on console, mobile and PC platforms.

Recently we announced a partnership with Wargaming to work on the future of World of Tanks and also acquired the Smurfs Village franchise for mobile devices. The studio has grown to 75 people and is proud of balancing innovation and execution.

*In accordance with the Austrian collective agreement for IT industry, the minimum salary for this position of 31.822 EUR p.a. The effective salary depends on qualification and experience and may be significantly higher.*

➤ **Apply now!**  
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