KeokeN Interactive, developer of acclaimed sci-fi epic Deliver Us The Moon, is looking to reinforce its team with a full-time job as a UI Artist on our next projects.

Task description:
As a UI Artist (full-time) at KeokeN Interactive, you will be part of the project’s team for the duration of 6 months for our upcoming, unannounced (multi-year) project. During that time you’ll be able to shape the UI visual design in accordance with the project’s design and artistic direction. You will work closely with our art department to create best-in-class, smooth and performant User Interfaces.

Requirements
- Familiarity with game development pipelines
- Experience with Unreal Engine 4, UE widgets (UI), and Blueprints
- Ability to author your own assets using 2D and 3D asset creation programs

Nice to have
- You’ve shipped a game as a UI artist
- Experience with UX methodology
- Motion graphics, 3D, or VFX experience

Mindset and personality
- Humble, proactive and able to work effectively in team environments and autonomously
- Constructive, communicative and practical
- A clear passion for and knowledge of games
- Problem solving and critical thinking
- Open for feedback and understand how to apply adjustments when required
- Have a “can do” attitude

About KeokeN
Established in 2013, KeokeN Interactive develops rich and believable worlds that will make you forget your surroundings and push the boundaries of your reality.

The unique elements of the gaming industry show that the possibilities seem to be truly endless and that the limitations are only bound by one’s own creativity. Our principles and uncommon market approach have created a unique indie developer.

In 2019 we released Deliver Us The Moon, a sci-fi adventure that takes players on a lonesome mission to the moon in order to save a desolate Earth. The game has received praise from critics and fans alike for its story and atmosphere, and it’s the first Unreal
Engine 4 title and the first indie title worldwide to support RTX raytracing.

At KeokeN Interactive we feel that we are in the experience creation industry rather than 'just' the game development industry. We always aim for the highest quality and focus on stunning visuals, deeply immersive experiences, sensational audio, captivating stories and a keen eye for details.

What we offer

- Opportunity to work on a high-quality 3D game experience
- We are an equal opportunities employer, caring for diversity
- Work/life balance carefully kept in check
- On location work close to Amsterdam, The Netherlands and remote work at home
- Flat hierarchy
- Passionate team of co-workers
- Plenty of room to grow
- Collaboration and teamwork is key to creativity, we are no one person band
- Room to voice your ideas and ambitions

Submit your portfolio through our website (form) now! [https://keokeninteractive.com/](https://keokeninteractive.com/)