

Are you our next Senior UI Programmer?

We are about to build our next game—will you join us and help shape the next player experience?

Who are we? Slipgate Ironworks is a game development studio in Aalborg, Denmark, built by fans of classic action and strategy games. We recently developed *Tempest Rising*—and now, we're gearing up for our next big title! At Slipgate we embrace a culture that is collaborative, informal and inclusive, and we are looking for a motivated Senior UI Programmer who can contribute to and grow with our team culture.

Job Description

As a Senior UI Programmer at Slipgate Ironworks, you will play a key role in developing the user interface (UI) for our next upcoming RTS game. You will work closely with designers and other programmers to ensure that our interface is intuitive, visually stunning, and fully functional. Your expertise will be essential in creating a seamless and engaging UI that enhances the player experience, from menus to in-game interfaces (HUD), ensuring they are responsive, performant, efficient, and well-integrated with game mechanics.

Job Responsibilities

- **UI Architecture and development:** Design and implement scalable UI architecture, ensuring that UI systems are modular, maintainable, and extensible for future content updates and expansions.
- **Collaboration with Design and Art Teams:** Work closely with UI/UX designers to ensure that the UI meets both design specifications and aesthetic requirements.
- **UI Skins and Theming:** Develop customizable UI skins, styles, and themes, in collaboration with our Art Director, enabling the game's UI to adapt to different visual styles while maintaining consistency and usability across various UI elements.
- **Gameplay Integration:** Implement systems that ensure the UI responds efficiently to in-game events and interactions (e.g., resource updates, unit commands, player interactions).
- **Performance Tuning:** Optimize UI code for performance, ensuring that UI elements load quickly and run smoothly without compromising game performance.

- **Prototyping and Iteration:** Create prototypes for new UI concepts, gather feedback, and iterate to improve functionality and usability.
- **Documentation:** Maintain clear and concise documentation of UI systems and code for team collaboration and future development.

Who are you?

We're specifically looking for a candidate who ideally has the following skills:

Soft skills:

- **Self-Organized and Independent:** Manage time effectively and take ownership of tasks without constant supervision.
- **Respectful and Productive Communication:** Share ideas clearly, give constructive feedback, and listen actively to foster collaboration.
- **Adaptability and Flexibility:** Embrace change, solve problems creatively, and adjust designs based on new challenges.
- **Reliability and Positive Attitude:** Consistently meet deadlines, deliver quality work, and maintain a positive, solution-focused mindset.
- **Team Collaboration and Leadership:** Mentor junior UI programmers, collaborate across disciplines, and resolve conflicts diplomatically.

Hard skills:

- **Experience:** 5+ years of experience in UI programming (or 2 AA+/AAA projects shipped), with a strong portfolio showcasing UI work in games, preferably in RTS, strategy, or similar genres.
- **Programming Skills:** Strong proficiency in C++ and experience with Unreal Engine, specifically in UI programming.
- **UI Frameworks & Tools:** Deep understanding of UI frameworks and experience creating custom UI components and widgets.
- **Familiarity with RTS UI:** Familiarity with RTS-specific UI elements like resource bars, minimaps, unit control panels, and strategic overlays.
- **Performance Optimization:** Strong understanding of performance considerations and how to optimize UI elements for different hardware and platforms.

- **User-Centered Design:** Strong understanding of UI/UX principles, particularly related to usability in fast-paced RTS games.

You should be able to effortlessly and effectively communicate in English both verbally and in writing.

Practicalities

Location:	Sofiendalsvej 88, a. 1. Tv, 9200 Aalborg SV. (on-site position)
Expected starting date:	As soon as possible
Job type:	Full-Time
Level of experience:	Senior
Salary range:	384.000-504.000 DKK per year + Pension and benefits. Salary will be negotiated.
How to apply?	Email us at jobs@slipgate-ironworks.com with a CV, portfolio, and a short motivated cover letter or a recorded video presentation of yourself.