ABOUT FLYING SHEEP STUDIOS

We craft truly frictionless games for the metaverse.

Flying Sheep Studios is a game company of 20 people with great ambitions that has already shipped over 200 crossplatform webgames. Since joining the iCandy group, we have been focussing on building social virtual worlds to contribute to the Metaverse.

Even though we have an office located in the Cologne Game Haus, right in front of the Gamescom location, our team may work remotely from anywhere in Germany.

We have built our company culture based on the following beliefs:

Diversity is the key to more creativity and better problem solving. Our team is currently composed of people of 6 nationalities and over one third female team members. Our company language is English. If we enjoy ourselves while making our games, this will translate into more fun games for our players. So we make sure to keep a harmonic atmosphere, and have regular voluntary team events (LAN parties, board game nights, karaoke etc...)

Continuous improvement of our processes enables us to deliver games without unnecessary stress. We are never satisfied with the status quo, therefore we use every opportunity to learn and improve our skills and processes, to enable us to meet all deadlines without having to crunch.
This is important for our last point because…

... we believe that a **healthy work-life balance** is essential for an enjoyable work environment. Not only have we been able to avoid crunch completely for the 8 years of our existence. We also offer flexible working time, flexible working place (Cologne office or anywhere else), and overtime is compensated in free-time.

If these values fit your own expectations of a desirable workplace, then here is your chance to join our team!

Flying Sheep Studios GmbH
Cologne Game Haus
Deutz-Mülheimer Str. 30
50679 Cologne

flying-sheep.com

Job Offer
Game UX Designer
(full-time or part-time) m/f/d, Cologne or remote
(within Germany)

TASKS

- Development of UX strategies for browser-based cross-platform 3D games running on desktop and mobile devices

- Designing the UX for player-facing content creation tools

- Designing the UX for in-house development tools

- Planning of player onboarding and interaction design

- Visualization and prototyping of UX and interface concepts

- Work independently in cooperation with developers and designers

- Work on long-term, ambitious projects

YOUR PROFILE

- Experience working as a game UX designer

- Experience working with prototyping tools (ideally AdobeXD)

- Fluent in written and spoken English

- Game enthusiast

ADVANTAGEOUS EXPERIENCE

- Degree in UX design / game design or equivalent

- Experience with Git or other version control systems

WE OFFER YOU

- Work from our Cologne office or remotely in Germany

- Very flexible working hours

- Perks like 30+3 days of holidays, training and conference budgets etc…

- Work with cutting edge web and blockchain technologies

- Grow together with an ambitious game studio

- Play an important part in shaping the future of the metaverse

INTERESTED?

If you want to join us, send your application documents (including CV and cover letter), portfolio, possible start date and desired salary to Marta at
jobs@flying-sheep.com

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