

UI PROGRAMMER

IN+GAME
STUDIOS

Location: Brno
Contract: Full-time

WHO DO WE NEED?

We're looking for a talented and motivated UI Programmer to join our team at IGS and help bring our new project to life in Unreal Engine 5.

If you're passionate about creating intuitive and beautiful UI experiences in games and enjoy working closely with designers and artists to bring those visions to the screen, you'll feel right at home here.

Whether you're experienced in UE4, UE5, or both, and excited to dive into UMG and MVVM, we'd love to hear from you.

WHAT IS THE JOB ABOUT?

- Implement UI elements using UMG in both Unreal Engine 4 and 5
- Write clean, maintainable, and performant C++ code
- Work closely with designers, artists, and programmers to iterate on UI and UX
- Take ownership of full features and contribute across the player experience
- Prototype and iterate quickly, responding to feedback and polish
- Ensure technical quality across PC and console platforms
- Fix bugs and optimise performance in UI systems
- Bring your own ideas and creativity to all stages of development

WHO WILL BE A GOOD FIT?

- Solid knowledge of Unreal Blueprints and UMGs
- Experience with MVVM or similar architectural patterns
- Understanding of the full game development lifecycle
- Strong grasp of object-oriented programming and performance optimisation
- At least one released title on PC or console
- Familiarity with multiplayer game systems
- Excellent teamwork and communication skills
- Comfortable using English professionally (spoken and written)

WHAT IS NICE TO HAVE?

- Ability to learn new tools and pipelines quickly
- Experience working with large and/or legacy codebases
- An eye for visual detail and usability
- Passion for games and development
- Experience in an international team environment
- Experience with console development

If you are interested, please send us your CV and optionally a portfolio to:

JOBS@INGAMESTUDIOS.COM