Pokuch

Unreal Engine Gameplay UI Programmer

Description

We're looking for a freelance **Unreal Engine UI Programmer** to bring the Blind Descent interface to life. You'll take finished UI art from our designers and make it feel great in-game using Unreal's UMG/Widget Blueprints and, when needed, Slate/C++. You'll own the technical side of the UI pipeline—hooking screens to gameplay systems, polishing interactions, and ensuring everything runs smoothly on target hardware.

Responsibilities

- Build menus, HUD elements, overlays and pop-ups with UMG/Widget Blueprints.
- When required, extend functionality in C++/Slate.
- Work closely with game designers and UI/UX artists to translate wireframes and mock-ups into responsive, interactive screens.
- Expose UI events and data bindings to Blueprint so designers can iterate without code changes.
- Set up animation, sound cues and state transitions that make the interface feel snappy and alive.
- Create re-usable widgets, style sets and data-driven systems to speed up future screens.
- Track down platform-specific issues (resolution, DPI scaling, localization, input).
- Work with QA to reproduce, diagnose and fix UI bugs throughout development.

Qualifications

- **Portfolio or reel** showing at least one shipped Unreal title (or demo) where you owned significant UI implementation.
- **2+ years** professional experience as a UI/UX programmer, UI engineer, or similar role in games.
- Deep knowledge of **UMG/Widget Blueprints** and solid **C++** fundamentals; experience with **Slate** is a plus.
- Familiarity with common art/UX tools (Figma, Photoshop, Illustrator, etc.) and asset pipelines (Texture Atlases, 9-slice images, SVG → raster).
- Strong grasp of **responsive layout**, accessibility considerations, and cross-platform input (mouse/keyboard, gamepad, touch).
- Comfortable collaborating in version-control environments (Perforce or Git) and writing clear, maintainable code.
- Excellent communication skills; able to explain technical constraints in plain language and give/receive feedback.

Hiring organization
Pokuch, Inc.

Employment Type
Contractor

Beginning of employment
Immediately

Job Location
Remote work from: Europe; Turkey

Date posted
May 5, 2025