

WORK VAPOR

Job Link: <https://workvapor.in/jobs/game-designer-developer-mobile-unity-phienvx-inc-united-states/>

GAME DESIGNER/DEVELOPER (MOBILE/UNITY) PHIENVX, INC. • UNITED STATES

JOB LOCATION

? Remote work from: United States

DESCRIPTION

This **Mobile/Unity Game Designer/Developer** role is designed for a creative, user-focused professional to help build Phienx, Inc.'s mental wellness platform, EMA, which integrates gamification, emotional tracking, and user-centered design to encourage well-being and engagement. Here's a breakdown of the **qualifications, responsibilities, and key skills** required:

Qualifications

- **Education:** Bachelor's degree in Design, Human-Computer Interaction, Game Design, or a related field (or equivalent experience).
- **Experience:**
 - 3+ years in UX/UI design and gamification, ideally in tech, gaming, or app development.
 - Proven experience designing for both iOS and Android platforms.
- **Portfolio:** Demonstrates experience in creating engaging user interfaces and experiences.
- **Technical Skills:**
 - Proficiency in design tools like Sketch, Figma, Adobe Creative Suite, and development tools like InVision and Unity.
 - Familiarity with C# programming and mobile development.
- **Additional Skills:** Knowledge of mental wellness or wellness app design is a plus.

Key Skills & Attributes

- **Creative Problem-Solving:** Ability to balance fun with functionality in game design.
- **User-Centric Design:** Passionate about designing to enhance user experience.
- **Data-Driven:** Skilled at using data and feedback to refine designs.
- **Collaboration:** Excellent communication and teamwork in cross-functional settings.
- **Adaptability:** Open to iteration and quick pivots based on evolving needs.

HIRING ORGANIZATION

Phienx, Inc

EMPLOYMENT TYPE

Full-time

BASE SALARY

INR 50,000 - INR 65,000

VALID THROUGH

2026-07-12

Responsibilities

- **Gamification Design:**
 - Develop game features like leveling systems, rewards, and interactive challenges to engage users.
 - Create character interactions, progression systems, and ensure alignment with wellness goals through collaboration with AI and product teams.
- **UX/UI Design:**
 - Evolve existing wireframes and prototypes, ensuring an intuitive user journey.
 - Work with the Chief Medical Officer to design calming, user-friendly interfaces.
- **User Experience Optimization:**
 - Map out user flows and onboarding processes to optimize engagement and retention.
 - Use data to refine mechanics and UI for user satisfaction.
- **Collaboration & Communication:**
 - Work closely with C-Suite and product teams to translate concepts into functional game features.
 - Provide detailed documentation for consistent gamification mechanics.
- **Usability & Accessibility:**
 - Ensure designs meet accessibility standards to support a wide range of user needs.

Benefits

- **Compensation:** Salary with equity options.
- **Remote Work:** Remote within the USA, with quarterly summits in Seattle.
- **Growth:** Opportunity to shape a wellness-focused product.
- **Health & Wellness:** Comprehensive medical, dental, and vision insurance.
- **Development:** Access to workshops, conferences, and continued learning.

How to Apply

Submit your resume, portfolio link, and a cover letter detailing your experience in gamification and UX/UI design.

This role provides an exciting chance to help create a meaningful platform that promotes wellness through engaging and user-centered design.