

Job Title

UX Analyst [d/f/m]

Description

THQ Nordic represents a core approach of doing much more than “owning” a highly competitive portfolio of IPs. It revolves around cherishing them and aligning them with the very best development resources to expand upon them with the level of experience that communities and established fan bases expect and deserve.

For this, we are looking for a UX Analyst with a very strong customer focus to lead our efforts towards making even better quality games. In your role you will work closely with external partners and service providers, production, QA and community teams as well as development to make sure the games reach their full potential.

Responsibilities

- Creation of a pipeline for open and closed public beta tests (including GDPR conform player databases)
- Work with the product development team to identify projects and schedule opportunities for public beta testing
- Outsource and coordinate both qualitative and quantitative UX studies
- Expand and improve outsourcing relationships and create feedback loops with partners to ensure deliverables meet THQ Nordic requirements
- Be an interface between the product development department and the community teams
- Proactive creation and maintenance of questionnaires, surveys etc. in collaboration with product development teams
- Prepare, review and post process any obtained deliverables by external user experience partners
- Steer and control participant selection done by external UX partners as well as other demographic related requirements
- Consult the production teams on game design decision making

Skills

- Very strong customer focus both in terms of development partners and also external partners and end users
- Excellent verbal and written communication skills in English and German
- Professional demeanor towards external partners as well as development studios
- A good understanding of PC and console hardware

- Ability to work independently, reliably and under pressure. Able to handle multiple tasks simultaneously
- Able to rapidly adapt plans and process to the needs of the development teams and projects
- Have a very good knowledge of game titles on the market and be able to evaluate a game against its competition
- Understanding of game production and game development cycles
- Solution oriented mindset

Experiences and Qualifications

- A desire for a career in game software user experience and a passion for video games
- A deep knowledge regarding quality factors and parameters in the realm of video game user experience
- Technical knowledge in build/version requirements (security, middleware, quality requirements) for external user experience tests
- An education in UX studies or similar is a bonus
- 2+ years of experience in game UX
- Experience with the Atlassian stack (Jira, Confluence)

What we offer

- A payment according to your personal qualifications and experience, but definitely a **minimum of EUR 25.200, - gross annual income** based on the official national "Kollektivvertrag" (independent of number of school years, final degrees and former employment). **This figure should be seen as a minimum. A market-based competitive salary is guaranteed.**
- The opportunity to join an internationally renowned company in a fast-moving business sector.
- The opportunity to work with a motivated, ambitious, multi-national team and to cooperate with many colleagues, functions and units across THQ Nordic.
- The position to actively, meaningfully and noticeable shape our games and products
- 25 days paid holiday a year
- Flexible office-hours
- State of the art offices in the heart of central Vienna

Disclaimer

If you're interested in this position, please send us your application, including your cover letter, resume and portfolio to PDJobs@thqnordic.com.

Due to GDPR-regulations, the application documents received by THQ Nordic will automatically be

deleted six months after receipt of the application.
More information here: <https://thqnordic.com/legal/privacy>