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# Example of Designer, UX Job Description

Our growing company is searching for experienced candidates for the position of designer, UX. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

## Responsibilities for designer, UX

* Building documents that define functionality, content, navigation, and interaction models through wireframes, sitemaps, process flowcharts, page description diagrams and other documentation
* Adhere to style guidelines and UX best practices
* Identify key areas throughout the site that can be enhanced, continually make recommendations for improvements across the entire customer experience
* Share your perspective and insights throughout the entire product design cycle, including the ideation/planning, development, and post-deployment stages
* Gather and interpret product feedback from internal stakeholders, team members and users via user testing results
* Align your work to UX and business requirements for each stage of the product design cycle and work closely with a cross-functional team that may include QA Analysts, Technical Designers, UX designers, Visual Designers, Developers, Lead Developers, Architects, Product Managers, Program Managers, Business Owners and Subject Matter Experts
* Adhere to release and sprint schedules established by the company's program management team and use the company's project management solution (currently Rally) to track all Project deliverables
* Collect and synthesize information from a variety of sources to create informed decisions and design recommendations
* Collaborate on user research and usability studies to understand customer behavior, refine design approaches, and validate solutions
* Work closely with business units across the product portfolio and with a team of product managers, product marketing managers, and web developers to define design and execute

## Qualifications for designer, UX

* Familiarity with motion design and related tools (Flash, AfterEffects)
* Five or more years of user experience design experience for software, Web applications, consumer electronics and/or mobile devices
* Strong proficiency in Photoshop, Illustrator, InDesign, Fireworks and associated design tools
* Branding and aesthetics standards and implementation in design - mobile and web
* Clear leadership skills, ability to lead integrated UX design team serving a global organization
* Strong understanding of common software project management practices