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# Example of Designer, UX Job Description

Our company is growing rapidly and is hiring for a designer, UX. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for designer, UX

* Be involved in website design
* Create info-graphics
* Must be a UX champion, educator and diplomat
* Create optimal UX design processes for the studio
* Work with Producers, Art Director, Designers and Developers to evaluate and translate research findings into actionable insights and design improvements including user personas, user scenarios, and concept models to ensure Accessibility and Fun in the games
* Support appropriate usability testing for different project phases
* Collaborate with Interface Designers to translate architecture into the look-and-feel of UI
* Work with Producers and UX Researchers to plan, conduct, and evaluate appropriate UX research methods (e.g., field observation, contextual interviewing, task analysis, usability testing, GOMS, competitive analysis, industry trends, social trends, and stakeholder interviews) to determine customer needs and define project context against heuristics
* Support the creation of materials for user testing and performance measurement (e.g., paper prototyping, rapid prototyping techniques, electronic click-through, live system testing)
* Assess company's current digital platforms

## Qualifications for designer, UX

* Proficiency & substantial experience with 3D graphics & modeling, Photoshop, Illustrator, InDesign, Fireworks, Director, Balsamiq, AfterEffects, Maya, Axure, Omnigraffle, Visio and/or other design tools as required
* Proficient in agile and stagegate development methodologies, works in agile manner, emphasizing empirical feedback, team self-management and striving to build properly tested products within short period iterations
* 3+ years mobile UX/UI design experience preferred
* A demonstrable background in traditional art and art history is preferred, background in graphic design, iconography, and font design
* A Bachelor's and/or Master's degree in interaction design, new media design, industrial design, HCI, human factors/ergonomics or related field, including Computer Science from an accredited university
* Five years leading design efforts, ensuring adherence to established user-centered design principles for devices, web and mobile designs