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

Responsibilities for designer, user experience

- Present research, wireframes, prototypes and designs to project teams for review
- Work with lead/team members to determine efficacy of given solution
- Be a user experience advocate and champion of the user
- Travel to onsite locations to interview customers, test users and gather data
- This person will serve as a visual and UX designer on multiple projects, providing initial brainstorming and strategy.The designer must have the ability to combine strong concepting skills with creative design & execution
- Collaborate with User Research to understand user needs and behaviors, and to test and iterate on designs to meet those needs.Make understanding end user requirements a constant priority.Educate internal teams on best practices around information architecture, interaction design and usability
- The designer must understand and execute on the aspects and steps of the process in building interactive design solutions
- The designer will clearly communicate design strategy, rationale, and perspective and present design concepts during creative reviews
- Working interdependently with other team members on key initiatives to ensure that the creative execution maintains a strong, consistent look and feel within brand guidelines is essential.Transform product-specific designs into design patterns that will enable a consistent user experience across products
- Collaborate cross-functionally with research, engineering, marketing, product management and other internal organizations

- Expert knowledge of design software (Adobe Creative Suite/ Photoshop/ Illustrator)
- At least 3 years experience in User Experience Design, Human Computer Interaction
- Excellent knowledge of full creative tools
- Produce concepts, user journeys, experience narratives and maps, and prototypes that explore a holistic user experience, communicate service design thinking, exploring, articulating and addressing user needs
- Support the execution of content strategy, and exploration of editorial requirements for content creation and management, so that editorial users can make the most of the available platforms
- Design for a range of screens sizes and devices