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

Responsibilities for interaction designer

- Represent the main point of contact with clients and partners, escalating and resolving issues as necessary for both projects and larger platform initiatives
- Ensure that solutions follow internal standards industry best practices
- Understand technology and implementation issues that affect design
- Be a positive, engaging force for UX within the organization and be a resource for others in the organization to learn more about UX and interaction design
- Conceptualize and document proposed design solutions through deliverables such as use cases, scenarios, wireframes, site maps, workflow diagrams, storyboards and conceptual models - working in an agile environment, independently or collaboratively as appropriate
- Design solutions alongside domain experts and UI developers, leading collaborative design sessions and documenting outcomes via wireframes, mockups, and prototypes
- Support project teams in regularly and rapidly releasing software by identifying the appropriate fidelity solution for the given timeline and project goals, while maintaining a backlog of enhancement ideas for future iterations
- Guide cross-functional project teams through design sprints, applying user-centered design and rapid prototyping methodologies in a collaborative and inclusive manner
- Contribute to our multi-device user experience strategy by designing interactions that take into account the spectrum of form-factors that need to be supported
- Provide visual design guidance and expertise through everyday design work

Qualifications for interaction designer

- Intermediate knowledge of Camtasia and Adobe Creative Suite development software (Photoshop, Illustrator, Audition, etc)
- Gamification experience is a plus
- Animation skills are a plus
- Bachelor's degree in Interaction design, user research, design communication
- Bachelors Degree required, with experience in Interaction Design
- Fluent in design and prototyping tools (Adobe CC, Balsamiq, InVision, Visio)