



# Example of Principal UX Designer Job Description

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Our growing company is looking to fill the role of principal UX designer. 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 principal UX designer

- For UX designers dedicated to a dual-track Agile team, participate in daily dual-track core team meetings
  - Lead the UX/UI design production for one of our key segments, working in tight alignment with our Creative Director/Sr
  - Move fast, open-minded, make critical decisions, and take ownership
  - You will play an active role in our Design Team and be part of an eclectic group of great designers in an international environment
  - Work with Key Partners, Research, Product Owners and Engineers to understand the customer need and deliver strategic design experiences
  - Partner with design and product to establish design and user experience guidelines across global platforms
  - Create high-level and/or detailed storyboards, wireframes, mockups, and prototypes to effectively communicate user interaction and design concepts
  - Collaborate closely with other designers, developers, visual designers, user researchers, and product management to deliver products and service experiences that delight our customers
  - Lead fast-paced design brainstorming sessions with cross-disciplinary teams that result in UX design innovations for products and services
  - Explore new concepts that allow us to better integrate our products and services in ways that better solve our users' most challenging information management problems
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- Transfer understanding of user needs and workflows to propose enhancements to company products
- Assist in the coordination and facilitation of usability tests and other target user research with project partners to validate existing and future feature design (including prototype testing)
- Solid interaction design skills, user research methodologies and visual design skills that can translate and transfer finished product to UI development teams
- Ability to understand underlying technical concepts, as well knowledge of common enterprise IT and IT storage concepts
- Work collaboratively within a team of other engineers and have strong
- Depth of experience in user-centered design (UCD) and information architecture (IA) that simplifies the interaction, navigation and visualization of complex big data sets to quickly and intuitively provide insights