Our company is growing rapidly and is looking to fill the role of UI / UX. To join our growing team, please review the list of responsibilities and qualifications.

Responsibilities for UI / UX

- Experience with templating systems such as Handlebars, Mustache etc
- Empathy for the end user and should understand UCD process
- Knowledge of version control systems (TFS preferred, Git good to have)
- Experience with MV** like Angular JS, Knockout JS etc
- Develop web and mobile web prototypes in appropriate technologies
- Research and train colleagues on current prototyping trends, technologies and techniques
- Ensure maximum usability and functionality of each web based project
- Responsible for the design and development of the front-end of web applications
- The development of User Personas for each application that clearly define who the users and targeted audiences are, what their needs and objectives are, and what tasks they will most likely be performing when they interact with the application or website
- Design both high fidelity UI art contribute to creating new UX and refreshing old UX by using whatever prototyping tool you are familiar with

Qualifications for UI / UX

- Positive attitude and desire to push the boundaries in user interface design
- Bachelor's degree in Graphic Design, Web Design, Fine Arts, HCI, Computer Science or a related field, or equivalent experience
- UX/UI Development
- Strong portfolio demonstrating user centered design process, interaction,

- Previous contributions made to open source projects, blogs, forums, in relevant technologies
- Able to manage projects and mentor junior designers