Our company is growing rapidly and is looking to fill the role of web design. 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 web design

- Experience in identifying and evolving new customer journeys for a major brand
- Experience in Mobile First Design
- Expert skills in Photoshop (CS5)
- Basic understanding of InDesign and Illustrator
- The WCS I receives requests to make changes to live websites via escalated electronic cases
- Develop a content architecture practice that communicates a shared understanding of how content should be structured, managed, published, and iterated upon
- Design the content architecture, structural hierarchy, and taxonomy for all new content initiatives and investments that best fits user needs and aligns with brand and content strategy
- Solicit and manage new content projects throughout the planning, creation, release, and retirement of content across our major web properties
- Work as the conduit between content partners and the experience design team, guiding partners through the content and experience design process including education on content best practices, listening to content partners' needs, and creating insightful content architecture recommendations
- Develop & maintain content project calendar, soliciting relevant content from content owners, working closely with content team through delivery of content assets and implementation

- Experience with designing experiences for mobile devices / responsive design
- Knowledge of methods for gathering and analyzing UX research data through competitive analysis, surveys, interviews
- Understanding of web technical basics (HTML5, CSS3, Javascript)
- Comfortable working with Adobe Creative Suite (specifically Photoshop, Illustrator, with After Effects proficiency a plus)
- Working knowledge of iOS and Android design patterns
- Experience creating wireframes, flows, and prototypes (using either Framer, Adobe Suite, Pixate, HTML5/CSS3)