

Sr. Interaction Designer



We are looking for an Interaction Designer to turn our software into easy-to-use products for our clients.

Interaction Designer responsibilities include gathering user requirements, designing graphic elements and building navigation components. To be successful in this role, you should have experience with design software and wireframe tools. If you also have a portfolio of professional design projects that includes work with web/mobile applications, we'd like to meet you.

Ultimately, you'll create both functional and appealing features that address our clients' needs and help us grow our customer base.

Job Requirements

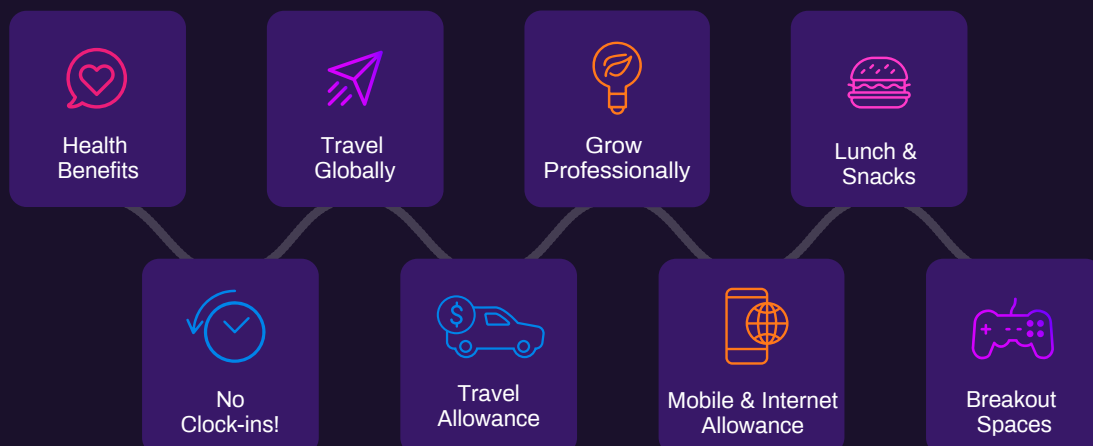
You will be expected to:

- ▶ Gather and evaluate user requirements in collaboration with product managers and engineers
- ▶ Conceptualize customer requirements into aesthetically-pleasing designs
- ▶ Illustrate design ideas using storyboards, process flows, and sitemaps
- ▶ Design user-interface elements, like dashboards, buttons, tabs, widgets, and more
- ▶ Build page navigation hierarchy and search fields
- ▶ Develop UI mockups and prototypes that clearly illustrate how sites function and look like
- ▶ Create original graphic designs (e.g. images, sketches, and tables)
- ▶ Prepare and present wireframes and high fidelity mockups to internal teams and key stakeholders for evaluation
- ▶ Identify and troubleshoot UX problems (e.g. responsiveness)
- ▶ Conduct layout adjustments based on user feedback
- ▶ Adhere to style standards on fonts, colors, and images
- ▶ Conduct research, design, and evaluation sessions with other team members including graphic designers

Job Qualifications

- ▶ Minimum 5 years of conceptualizing product design initiatives
- ▶ Bachelors in Software Engineering or an equivalent degree in related fields
- ▶ Strong proficiency with industry-standard design tools, such as Figma, Sketch, InVision, Adobe XD, Adobe Illustrator, and/or similar tools
- ▶ Highly conceptual thinker in both visual and interaction design on both desktop (Web, PC, Mac) and mobile (iOS, Android)
- ▶ Sophisticated thinker and tinkerer in the Responsive Design arena. Able to adapt with on-the-go strategies to better fit the customer needs and satisfaction criteria
- ▶ Strong understanding of the product development lifecycle and UX design process
- ▶ Master of HCI usability and navigation design
- ▶ A deep understanding of Apple's HIG and Android design guidelines is a plus
- ▶ Strong portfolio of native apps and responsive design projects, available online
- ▶ Must have a thorough understanding of best practices for mobile optimization across Web and Native apps.
- ▶ Strong conceptual ability - extremely creative with the ability to depersonalize own efforts in order to incorporate input from others to affect project completion and organization buy-in
- ▶ Ability to change course/direction on projects at a moment's notice; ability to reprioritize tasks and timelines
- ▶ Ability to work well under pressure and tight deadlines; ability to work independently and to prioritize responsibilities; multi-tasking
- ▶ Creative flair with top-rate conceptual and visual skills; ability to take concepts and ideas and transform them into images
- ▶ Expert command of challenging/changing environment
- ▶ Detail-oriented
- ▶ Superior communication and organizational skills
- ▶ An expert on how to uniquely communicate the product's vision through visual communication.
- ▶ Knowledge of PowerPoint or Keynote along with other Graphic Design principles like Illustration is a major plus
- ▶ HTML/CSS experience is a major plus

Employee Benefits



To apply, drop us an email at: hr@xgrid.co