UX DESIGNER

xwerx

The UX designer collaborates with a variety of internal and external teams to design solutions that meet strategic business objectives while also creating a useful, intuitive, and memorable experience for the users of our clients' products.

Candidates will illustrate an ability to apply strategic thinking to all design work, and possess a keen understanding of interaction design patterns and trends.

The role requires excellent communication skills, someone who can inspire developers and technical architects with their vision and someone self-motivated to see projects through to completion.

Requirements

| A minimum of 2 years' experience as a UX designer, information architect, product designer, visual designer, interaction designer, user interface designer, or similar role.

| End-to-end design of large-scale projects for heavily used applications (e.g., Customer Service tools, Enterprise / Productivity software, etc.)

| Experience creating wireframes, low-fidelity and high-fidelity interactive prototypes using standard tools of the design trade (e.g: Sketch, Axure, Photoshop, Omnigraffle)

| Proven knowledge of design trends, patterns, usability, and best practices

| Proven capability to work on multidisciplinary project teams

| Excellent communication and presentation skills

| A degree in design, human-computer interaction, cognitive science, human factors or related field.

Responsibilities

Collaborate - Work closely with a team of stakeholders, business systems analysts, developers, and designers to guide UX design from the start to finish of a project.

Design – Create meaningful UX deliverables such as storyboards, sitemaps, wireframes, flowcharts, prototypes, UI designs, presentations that help the team to understand what to build.

Iterate – Revise and improve design based on user and client feedback. Interpret quantitative and qualitative data analysis to understand design problems and suggest solutions.

Document - Ensure that internal and external teams maintain a consistency across product suites with UX toolkits. Maintain the quality of new features by building online UI style guides.

✉ Jobs@xwerx.com

Please send CV and salary expectations to Seán Murphy