

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.

How to Apply

Please send CV and salary expectations before 25 January 2021 to Seán Murphy - jobs@xwerx.com.