



Job Description

Position Title: Visual Designer

Reports to: Lead Visual Designer and Head of Visual Design

Responsibilities

- Create beautiful and functional UI systems for websites, mobile applications, and other digital applications.
- Give thoughtful and actionable design feedback to the different members of the whole team (i.e. fellow designers, developers, and project managers alike)
- Work closely with the development team to ensure that designs are doable within the timeframe and are implemented at a high degree of quality
- Design modern and thoughtful UI component libraries that follow the latest web and mobile design patterns
- Design compelling interfaces and experiences for both desktop and mobile platforms using different design and prototyping tools
- Use design elements such as typography, imagery, iconography, color, and photography to create engaging digital experiences
- Conceptualize ideas to address user pain points and solve complex design roadblocks
- Create and iterate prototypes, wireframes, storyboards, user flows, process flows and sitemaps to effectively communicate interaction and design ideas to the team and to the audience
- Go beyond designing general UI components and create a full stack design system
- Conduct usability tests to validate different design decisions
- Present and defend designs and key milestone deliverables to peers and executive level stakeholders

Requirements

- Enthusiasm and passion for great products and services and the ability to articulate product functionality visually and verbally
- Excellent visual and interaction design skills with a strong portfolio and ability to communicate rationale behind decisions
- Solid experience in creating wireframes, storyboards, user flows, process flows and site maps
- Proficient in Figma, Sketch, InVision, Photoshop, Illustrator, or other design and wireframing tools

- Up-to-date with the latest UI trends, techniques, and technologies
- Experience in designing experiences that people can access on any type of device, desktop, tablet, phone
- Good eye for detail and values the quality of work that the team produces
- Ability to solve problems creatively and effectively
- Strong understanding of frontend and backend engineering processes and constraints
- Curiosity to know how things work, and ability to use that knowledge to make connections and find opportunities
- Ability to present design problems and solutions to various stakeholders.
- Excellent communication skills with ability to engage, influence and inspire team members to drive collaboration and alignment
- Highly organized, taking individual initiative and accountability for getting results
- Experience working in an Agile/Scrum development process is a plus
- Proficiency in HTML, CSS, and JavaScript for rapid prototyping is a plus

Technical Skills

- Graphic Design
- Typography
- Web Design
- Design Systems
- User Interface Design
- Information Architecture
- Usability
- Usability Testing
- Prototyping