

JOB DESCRIPTION

Job Title: UI Designer

Department: Creative

Reporting to: UX Manager

The Department

The Creative Department is responsible for all digital and offline creative work. This covers all mediums, skills and deliverables. We work closely with the Development Team and keep up to date on the latest trends in design and web technologies ensuring we produce the best possible user experience. Our standards are high and this is reflected through our brands and products that are market leaders.

Purpose of Job

We are looking for a talented UI Designer to join our growing UX Team. The ideal candidate should have well established digital design and UI skills. A solid understanding of designing intuitive site functionality, interaction, site architecture, user interfaces, navigation and digital experiences.

Along with creating original concepts and detailed execution you must have a strong knowledge of what is technically feasible across multiple platforms, and a user-centric approach to digital design. You are experienced in combining photography, film, CGI and motion graphics to create interactive stories and experiences for big global brands.

Key Responsibilities & Accountabilities

- Creating high fidelity wireframes, storyboards, and concepts to effectively communicate interactions and design concepts.
- Develop prototypes that succinctly illustrate hierarchy and navigation.
- Craft graphic elements, assets, and visual treatments that adapt and flow with responsive design systems.
- Partner with front-end developers and working in an Agile / Scrum development process.
- Produce brand standards and UI style guides for creating interactive, user-centric products.
- Be the keeper of the web brand look and feel and ensure all creative lives up to the highest quality of the company's visual standards.

This job description is not intended to be an exhaustive list of responsibilities. The job holder may be required to complete any other reasonable duties in order to achieve business objectives.

Essential Criteria:

- Proven UI Experience.
- Ability to solve problems creatively and effectively.
- Proficiency in Photoshop, Sketch, XD, or other visual design and wire-framing tools.
- Expertise in Adobe XD, Marvel App, or other Prototyping tools.
- Experience in creating wireframes, storyboards, user flows, and site maps.
- Ability to present your designs.

Desirable Criteria:

Axure. Knowledge of Scrum. After effects. Motion design.

Person Specification:

- Open, fluent and constant dialogue with management and team.
- Takes practical steps to achieve business objectives.



- Encourages motivation and engagement within the team.
- Self-starter, that is able to collaborate actively with others in a cross-functional team
- Ability to deal with ambiguity and change;
- Motivated to get things done efficiently and to a high quality
- Passionate and intimately knowledgeable about all things creative