

Title: UI/UX Designer

Reports To: Senior Art Director

Department: Marketing/Creative

Classification: Full-Time/Exempt

Position Summary:

We seek highly motivated, eager, open-minded developers with contagious positive attitudes to come join our team! We're very interested in meeting candidates with a design degree and 3-5 years of UI/UX Experience. The ideal candidate should have an eye for clean and artful design, possess superior UI/UX skills and be able to translate high-level requirements into interaction flows and artifacts, and transform them into beautiful, intuitive, and functional user interfaces. Experience with mobile optimization required.

Responsibilities:

(These responsibilities must be able to be performed with or without reasonable accommodations.)

- Collaborate with product management and engineering to define and implement innovative solutions for the product direction, visuals and experience
- Execute all visual design stages from concept to final hand-off to IT development
- Create design concepts and flow that are simple to understand and elegant to use
- Conceptualize original ideas that bring simplicity and user friendliness to complex design roadblocks
- Ask questions and seek out and process feedback to improve visual designs, exploring and presenting multiple design options
- Create wireframes, storyboards, user flows, process flows and site maps to effectively communicate interaction and design ideas
- Present and defend designs and key milestone deliverables to peers and executive level stakeholders
- Conduct user research and evaluate user feedback
- Establish and promote design guidelines, best practices and standards

Minimum Job Requirements:

- Proven UI/UX experience; mobile optimization experience required, direct sales or direct-to-consumer experience preferred.
- Demonstrable UI/UX design skills with a strong portfolio
- Ecommerce site experience required
- Solid experience in creating wireframes, storyboards, user flows, process flows and site maps
- Proficiency in Photoshop, Illustrator, OmniGraffle, or other visual design and wire-framing tools
- Proficiency in HTML, CSS, and JavaScript for rapid prototyping.
- Excellent visual design skills with sensitivity to user-system interaction
- The ability to understand project requirements and turn them into a design that meets the goals of the stakeholders, is visually appealing, and promotes the company's brand
- Ability to present your designs and sell your solutions to various stakeholders.
- Ability to solve problems creatively and effectively
- Up-to-date with the latest UI/UX trends, techniques, and technologies
- 4 yrs Mobile (Android/IOS) Experience
- BS/MS/ BA in Human-Computer Interaction, Interaction Design, Graphic Design, Web Design or related preferred
- Experience working in an Agile/Scrum development process
- Conversion rate optimization and Google Analytics experience is a plus
- Must be a team player.

JOB DESCRIPTION

While performing the duties of this job the employee must be able to sit continuously to perform essential job functions throughout the entire shift. May require walking primarily on a level surface for periodic periods, throughout the day. Requires interacting with others, interpreting spoken messages, constant keyboarding, sitting, hearing and talking are required. The employee will occasionally stand and walk, and infrequent bending at the waist, twisting of the upper body, kneeling, being mobile on even surfaces, squeezing and crouching are also required. Requires infrequent lifting and carrying of 1-25 pounds.

This position description is not intended to be and should not be construed as an all-inclusive list of responsibilities, skills or working conditions associated with this position. While this description is intended to accurately reflect the position's activities and requirements, management reserves the right to modify, add or remove duties as necessary.

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