



## Job Description

Title: UI/UX Designer

Type: Contract-to-Hire

### **Purpose:**

The UI/UX Designer will work collaboratively with project team members, including content managers, software developers, and human factors engineers to develop and maintain new and existing product lines. The UI/UX Designer will be responsible for generating ideas and creating prototypes with a heavy focus on software solutions for mobile (Android & iOS) and desktop (Windows) solutions.

### **Duties and Responsibilities:**

- Employ user-centered design techniques and best design practices to promote positive user experience.
- Generate creative ideas for client projects and deliver imaginative design composites.
- Create designs, concepts, and sample layouts, based on knowledge of layout principles and aesthetic design concepts.
- Research, find relevant stock photos, and offer relevant ideas & suggestions during the project cycle, including brainstorming sessions.
- Proactively identify opportunities to improve software usability, design, and overall organizational & structural quality.
- Understand customer needs and work with team members to design device-agnostic online user experiences.
- Act as the subject-matter expert in the tools and processes required to design content
- Communicate status and make recommendations on product enhancements

### **Qualifications:**

- U.S. Citizen
- 2+ years of college (B.A. or B.S. is preferred), majoring in UI/UX Design, Graphic Arts or 3+ years of previous mobile and other interactive design experience.
- Heavy mobile application design experience, iOS and Android
- Skills designing with Adobe XD, Axure, or Sketch
- Understanding of HTML/CSS
- Strong considerations for accessibility, heuristics, and human factors
- Familiarity with iOS and Android guidelines
- Knowledge of graphic design software (Photoshop, Illustrator)
- Familiarity with one or more of the following CMS engines: WordPress, Joomla, Drupal, etc.

- Previous experience and portfolio
- Excellent writing and editing skills
- Familiarity with Microsoft Word, Excel, PowerPoint, Project,
- Ability to obtain and maintain a SECRET level clearance
- Experience in technology-based training, human performance assessment, game-based training, simulation, adaptive training, mobile learning or instructional design (preferred)
- Familiarity with military training (preferred)

**Work Environment:**

This position does not require physical activities beyond a typical office environment. It does require computer use, web-based video communications (e.g. Skype, Google Hangouts), and telephone use.

**Travel:**

Travel for the UI/UX designer is unlikely. 0-10%.

**Security Clearance:**

All employees must have or be capable of acquiring a Secret DoD security clearance. Guidelines indicating those items that may prevent you from obtaining a security clearance can be found here: <http://www.fas.org/sgp/isoo/guidelines.html>.