



## Job Description

Title: UI/UX Designer

Type: Contract (1099)

### **Purpose:**

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

### **Work Location:**

The ideal candidate will be available to work from the QIC office in Orlando, Florida three days per week (Tues-Thurs). However, fully remote candidates will be considered.

### **Duties and Responsibilities:**

- Employ user-centered design techniques and best design practices to promote a positive user experience.
- Generate creative ideas for client projects and deliver imaginative design composites.
- Proactively identify opportunities to improve software usability, design, and overall organizational & structural quality.
- Create designs, concepts, and sample layouts, based on knowledge of layout principles and aesthetic design concepts.
- Development of user-flows
- Research, find relevant stock photos, and offer relevant ideas & suggestions during the project cycle, including brainstorming sessions.
- 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:**

- 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.
- Significant mobile application design experience, iOS and Android
- Proficient use of Adobe XD, Photoshop, and Figma
- Working knowledge of iOS and Android guidelines
- Understanding of HTML/CSS
- Strong considerations for accessibility, heuristics, and human factors

- Excellent writing and editing skills
- Ability to obtain and maintain a SECRET level clearance

**Preferred Qualifications:**

- Experience in technology-based training, human performance assessment, game-based training, simulation, adaptive training, mobile learning or instructional design
- Familiarity with military training
- Familiarity with one or more of the following CMS engines: WordPress, Joomla, Drupal, etc.
- Familiarity with Microsoft Word, Excel, PowerPoint, Project, JIRA, and Confluence

**Work Environment:**

This position does not require physical activities outside of a typical office environment. It will require the use of a computer and web-based communications (e.g., Teams, Slack, Zoom).

**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>.