

## Vacancy description

**Job Title:**

- UX/UI Lead Designer

**Responsible to:**

- Under the supervision of the Chief Business Development Officer (CBDO).

**Place of work:**

- Saint Petersburg.

**Advantages of this job:**

- Have the opportunity to work autonomously and to be part of a dynamic and talented team united to develop and bring an innovative product to the marketplace, the first community backed IoT ecosystem.
- Competitive salary with performance-based rewards

**Education:**

- Minimum of Bachelor's Degree in Design, Computer Science, Information Management, Usability, Human Computer Interaction or related fields.

**Experience:**

- 3+ years of experience designing in a consumer product focused environment, preferably supported by an excellent on-line portfolio showcasing user experience and visual design work for desktop and touch devices;
- Expertise in UX software such as InVision, UXPin, Balsamiq, Framer.js, Quartz Composer, and the like is a must;
- Basic HTML5, CSS3, JQuery, React and JavaScript skills are a plus.

**Mission:**

- Actively participate in designing and creation of the main Arloid's website, which includes the marketplace and a smart home configurator, Arloid Smart Home mobile application and the Platform (Desktop and Mobile App) that provides an opportunity for other IoT companies to become an Ecosystem partner and for Arloid community. All of the mentioned interfaces should be synchronized with each other;
- Lead Arloid Smart Home product and packaging design creation, as well as usability testing.

**Duties and Responsibilities**

- Create world class, user-centered designs through assessments of market research, business requirements, and usability findings;
- Conceptualize and design the UI architecture, interface, and interaction flow of new web, mobile application and IoT Platform;

- Direct the visual design of the web and mobile applications;
- Develop and maintain detailed user-interface specifications;
- Conceptualize new experiences by participating in brainstorming sessions, creating user scenarios, storyboarding, and developing concept sketches;
- Develop and own design deliverable (story boards, UI flow diagrams, wireframes, and mock-up) that enable efficiency/speed and ensures a positive and ever-improving user experience;
- Make design recommendations based on usability tests, standards and best practices;
- Understand the user's key needs, wants, and pain-points.

## **Qualifications and Skills**

- Ability to communicate design concept ideas through sketches and wireframes;
- Highly skilled in Photoshop, Illustrator, Keynote and other design tools;
- Ability to prototype in HTML/CSS/JavaScript, AfterEffects, or other tools;
- Icon design and 3D experience is desired;
- Possess extraordinary visual and user interface design skills, as well as user-centered design principals;
- Have an affinity for consistency, color use, typography, and a keen eye for subtle details;
- Grasp and distill highly complex issues and translate them into clean, focused, understandable solutions;
- Strong communication skills and ability to stay highly organized is essential;
- Strong leadership, project management, consensus building, negotiation, and decision-making skill coupled with sound judgment;
- Interest in new technologies in web, mobile, and other devices is required;
- You should be a self-starter, self-motivated, able to work independently, and perform multiple tasks under minimal supervision;
- Enthusiasm for an iterative design process, inspired by group critique;
- Previous experience working in Consumer Electronics is a plus.