DesignMentor

Description

We're on the hunt for a full time UX/UI DesignMentor. Someone with serious design chops, research capabilities, coupled with a serious desire and ability (almost a calling?) to mentor UX/UI Apprentices.

Our DesignMentor will work with cross-functional teams, Build Labs Apprentices, and Client teams to create exceptionally designed products. You will use visual design to create and enhance digital products, participate in and lead research and design sessions, and use modern UX best practice.

You will also build the capabilities up of the Design Apprenctices you lead. You will identify strengths and weaknesses in their capabilities, and design the unique learning path for each Design Apprentice.

Responsibilities

Create world-class user interfaces and visual designs from concept to execution for digital products.

Utilize best practice to define and document interactions.

Utilize research, observation, and testing to validate or invalidate assumptions.

Utilize layouts, fonts, grids, photography, iconography, UI elements and other to enhance the effectiveness of designs.

Stay current in Design Trends.

Qualifications

3-5 years working experience in visual and/or UX design or similar role creating visual design solutions for digital products.

An ability to empathize, lead, and manage individuals at the beginning of their design career.

Lead and manage others with compassions and conviction.

Experience with a design tool such as Illustrator, Sketch, or similar.

Experience with a prototyping tool such as Adobe Experience Design, InVision, Marvel, or similar.

Hiring organization
Build Labs

Job Location
401 N 3rd Steet, Minneapolis, MN, USA

Date posted
September 30, 2019