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UX/UI Designer Apprentice

Description

Ready to continue expanding your capabilities in a guided approach? Join us!

We can give you the guidance, mentorship, and practice you need to truly master your craft. Under the expert tutelage of one of our DevelopMentors, you'll have the chance to work on amazing projects, get to know technologies, companies, and people. You'll be free to master at your own pace.

Responsibilities

The UX/UI Designer role at Build Labs is a full spectrum position. You will be conducting research, building User Stories, creating affinity diagrams, and all the planning, fact finding and information synthesis. But more than that, you'll be designing web sites, web apps, mobile apps, including concepts, High Fidelity Wireframes, Style Guides, iconography, etc.

You'll work with a team of developers to learn how to solve complex problems provided by our clients for real world applications. How to approach different solutions and find the right one. How to communicate effectively with your team and Build Labs clients. You'll be responsible for learning both on the job and on your own time. What we strive to provide is the environment to allow you to practice.

Qualifications

We expect apprentices to have experience with some of the following. a, Ruby, Python, PHP

- Sketch, Illustrator, or similar.
- Adobe XD, Axure, or similar.
 - Basics of color design.
- A continually expanding knowledge of UX & UI best practices.

Hiring organization

Build Labs

Job Location

401 N 3rd Steet, 55401,
Minneapolis, MN

Date posted

March 4, 2021