UX Architect

Location

Winnipeg, MB, Canada
Minneapolis, MN, United States

Job Description

You have a passion for creating software that people love to use. As a UX Architect, you will be responsible for leading UX teams in applying user-centered design principles in the creation of innovative and engaging digital experiences for web, mobile, tablet, and smart device technology. Your skills allow you to be hands-on when needed, as well as to guide and peer review the work of others. Your understanding of software development ensures that the user interfaces and other interactions take advantage of the latest technologies, while still being reasonable to develop and test. You enjoy sharing UX principles with peers and clients in order to advance the overall concepts of user experience.

What you'll do:

- Create outstanding designs for our customers who need creative designs that deliver results.
- Perform user research, and use that research to drive your designs.
- Create design artifacts such as annotated wireframes, visual design comps, storyboards, and interactive prototypes as necessary to communicate your designs to users, stakeholders, and teammates.
- Utilize usability testing to validate and refine your design decisions.
- Lead our design efforts, guiding and mentoring the team to drive user-centric thinking into everything we deliver.
- Lead our UX activities on our digital projects, developing overall UX strategies, performing user research and analysis, creating usability test scenarios, and performing observations and interviews.
- Help ensure digital projects are delivered efficiently by balancing business and user needs against technical complexities of the solution.
- Work with new customers to understand the importance of adopting UX principles; help understand customer needs and brainstorm potential solutions; present to senior client stakeholders and assist with proposals.

What we'd like:

- Minimum 3 years' experience as a UX designer in highly collaborative environments.
- Design skills across a range of UX disciplines, including interaction design, information architecture, and visual design.
- Ability to effectively present and defend design rationale based on the brand, business needs, user research, and usability concepts.
- Strong understanding of interface design principles; navigation and architecture; and typography, colour, and layouts.
- Proficiency in multiple UX disciplines, such as: Interaction Design, Information Architecture, Visual Design, User Research, and Front-End Development.

- Understanding of trends, opportunities, and constraints associated with development on various platforms such as Native Mobile, Responsive Web, and Internet of Things (IoT).
- Familiarity with standards-compliant web and mobile design patterns.
- Ability to work collaboratively with and mentor other UXD practitioners (UX Analysts, Visual Designers, Creative Technologists, Content Strategist).
- Ability to communicate UX principles, goals, and design processes to Business Analysts, Technologists, and management.
- Excellent communication, organization, and time management skills.
- Proficiency in design tools such as Adobe Creative Suite, Axure, and Visio.
- Strong communication skills, including visual communication.
- Must be able to share a representative portfolio of previous design work.
- Experience in consulting or using consultative approaches to engage stakeholders.
- Ability to travel to client locations and collaborate with distributed delivery teams.
- Bachelor's degree (or equivalent certifications and experience) in design, HCI, interaction design, information sciences, psychology, human factors, and/or computer science.

Job Type
Full Time