

UX/UI Designer (B2B/Enterprise)

Global media company is seeking a Designer to join their internal UX team. This team designs browser-based UIs, such as dashboards, scheduling tools, and DAMs to support global content distribution. This role does not involve consumer-facing products or mobile.

The ideal candidate has deep experience designing enterprise tools. S/he has worked within a design system, and has a proven ability to understand complex workflows, and translate them into user-friendly UIs.

The successful Designer needs to be an effective communicator (written, verbal, interpersonal), and an active and willing collaborator. S/he is comfortable iterating quickly, even when product scope and requirements are fluid.

Responsibilities:

- Design user-friendly UIs for enterprise applications
- Produce discovery documentation, user flows, sketches, wireframes, hi-fi mocks, prototypes, and presentation slides
- Actively participate in online and in-person group critiques, giving and receiving feedback, and refining designs
- Eloquenty present design solutions to stakeholders
- Collaborate with team to leverage reusable design components and patterns
- Collaborate with team to quality control UX/UI across all enterprise products

Requirements:

- Bachelor's degree in Design, Human Computer Interaction, or related field
- 5+ years professional experience as a UX/UI designer for enterprise products
- Experience working with design systems and component libraries, especially Material Design
- Ability to understand complex technical and project details, and communicate them simply to non-technical audiences
- Hands-on expertise in Sketch, Marvel, Abstract. UXPin a big plus
- Experience meeting Accessibility guidelines
- Excellent communication skills, initiative, and attention-to-detail
- Link to professional portfolio with relevant enterprise UI design examples

*Although this role is currently remote, it will ultimately be a hybrid role with 2 or 3 days onsite in our Englewood Cliffs, NJ office, and the remaining days off-site. Jan 2022 is our target, but this is a fluid timeline dependent on local government health guidelines.

Initial screening questionnaire

(Must be completed by candidate and submitted with résumé)

1. Link to portfolio:
(include password if applicable)
2. Please provide a direct link to highlight one project that best represents your experience designing an enterprise UI.
3. What was the goal of this project?
4. What specifically were your contributions?
5. What challenges did you have to overcome?
6. Please provide a direct link to one project that best represents your prototyping ability.
7. Which design systems have you worked with?