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| **JOB DESCRIPTION** |



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| **Job Title:** | UX Designer | | |
| **Elaboration Date:** | 01/30/18 | **Elaborated by:** | Richie Taylor |
| **Area:** | Product | **Location:** | Mex |

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| **Purpose of the Job:** |
| We are looking for a talented UX designer with a passion for combining seamless interaction with beautiful visual design. Your work needs to be easy to navigate and comprehend, logically organized, accessible, and in-tune with the latest web and mobile technologies. Your focus will be delivering the highest standard of usability and simplicity to the software’s end users: Merchants and Internal Customers. We want to delight our users with an exceptional experience. |

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| **Key Responsibilities:** |
| 1.Work with product management and design research to determine requirements, articulate user needs, and translate those needs into concepts and elegant interface designs  2.Define interaction models, user task flows, and UI specifications  3.Communicate scenarios, end-to-end experiences, interaction models, and screen designs to stakeholders  4.Work with our creative director and visual designers to incorporate the visual identity of Clip into features  5.Develop and maintain design wireframes, mockups, and specifications as needed  6.Collaborate with other designers to maintain design consistency and coherence across the product as appropriate |

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| **Education level and Major required:** |
| Bachelor’s Degree: Graphic Design, Computer Science, Psychology or related fields |

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| **Technical knowledge and Skills required:** |
| 1.Experience designing and building products and features for mobile or desktop, native or web  2.Passion for people-centered design  3.An ability to tell compelling stories about your designs and present your work with confidence  4.Solid intuition and strong passion for detailed interaction design  5.Strong visual design skills, especially with an eye for system-level details  6.Ability to prioritize projects, communicate progress, and deliver on time  7.Comfort in a fast-paced, highly-dynamic environment with multiple stakeholders  8.Proficient in Sketch, Invision, Illustrator, or other UX Design tools  9.A passion for Clip and its potential, with a desire to influence merchants and consumers |

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| **Experience:** | | | |
| **Areas:** | UX Designer, UI and graphic design | **Years:** | 5 |

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| **Additional Comments:** |
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