Technical Skill-set for a UI/UX Engineer:

**1. Design & Prototyping:**

* **UI/UX design tools:** Figma, Sketch, Adobe XD, InVision Studio, Proto.io
* **Wireframing & prototyping:** Creating low-fidelity and high-fidelity prototypes
* **User interface (UI) design:** Layout, typography, color theory, visual design principles
* **Interaction design:** Animations, micro-interactions, user flows

**2. Front-End Development:**

* **HTML, CSS, JavaScript:** Strong understanding of core web development languages
* **Front-end frameworks:** React, Vue.js, Angular (at least one preferred)
* **Component libraries:** Material UI, Bootstrap, Chakra UI
* **Accessibility:** WCAG guidelines and best practices for inclusive design

**3. Backend Technologies (optional but beneficial):**

* **API integration:** Understanding data fetching and manipulation
* **Server-side scripting:** Node.js, Python (basic knowledge)
* **Databases:** NoSQL or relational (basic understanding)

**4. Version Control & Collaboration:**

* **Git version control:** GitHub, GitLab (basic commands and workflows)
* **Collaboration tools:** Slack, Figma Teams, InVision Cloud

**5. Research & Analysis:**

* **User research methods:** User interviews, surveys, A/B testing
* **Data analysis:** Interpreting user data and drawing insights
* **Usability testing:** Conducting and analyzing user testing sessions

**6. Additional Skills:**

* **Design thinking & problem-solving:** Approaching problems from a user-centric perspective
* **Communication & collaboration:** Working effectively with designers, developers, and stakeholders
* **Project management:** Basic understanding of agile methodologies and project planning
* **Design trends & best practices:** Staying updated on current design trends and best practices

## Training & Learning Resources:

* **Online Courses:**
  + Coursera: "Google UX Design Professional Certificate," "Interaction Design Specialization"
  + Udemy: "The Complete UI/UX Design Bootcamp 2023," "Front-End Web Development Bootcamp 2023"
  + edX: "Introduction to User Experience Design"
* **Books:**
  + "Don't Make Me Think" by Steve Krug
  + "The Elements of User Experience" by Jesse James Garrett
  + "Hooked: How to Build Habit-Forming Products" by Nir Eyal
* **Websites & Blogs:**
  + UXPin: <https://www.uxpin.com/>
  + Nielsen Norman Group: <https://www.nngroup.com/>
  + A List Apart: <https://alistapart.com/>
  + Smashing Magazine: <https://www.smashingmagazine.com/>
* **Podcasts:**
  + UX Podcast: <https://uxpodcast.com/>
  + Design Details: <https://www.behance.net/ssha2021>
  + User Defenders: <https://userdefenders.com/>

**Additional Tips:**

* Build a strong portfolio showcasing your design skills and projects.
* Participate in online communities and forums to connect with other UI/UX professionals.
* Attend workshops and conferences to stay updated on the latest trends and technologies.
* Don't be afraid to take on freelance projects to gain experience.

Remember, the specific skillset required may vary depending on the company and the project. Be flexible and willing to learn new things to succeed in this dynamic field.