# UI/UX Designer

## Job Summary:

The application development team of General Dynamics Information Technology (GDIT) is currently looking for a UI/UX Designer to join our team in the West Des Moines, IA office.

User experience and User Interface designers with a background in strategic web solutions, creative development, and 2+ years of related experience should apply. The ideal candidate has a Bachelor’s degree, or the equivalent combination of education, professional training, or work experience.

## What You’ll Do

We are looking for a designer with strong interests and capabilities in the design and development of user experiences. The ideal candidate will work in a team setting with other designers and developers to provide direction for industry-leading web design and digital strategy. Take the lead in the creative direction and information architecture of a variety of B2B and B2C websites, mobile applications, and web applications.

* Strategic planning and architectural recommendations for website solutions
* Design, plan, and execute front-end webpage interfaces
* Collaborate with developers and Senior UI/UX Design Engineers to develop prototypes, execute creative concepts, and write technical documentation
* Must meet deliverables on time and in high quality
* Ensure the solution architecture and design adheres to all standards
* Strong written and verbal skills are a must
* Research, leverage, and present relevant emerging technologies to team members
* Rework and elaborate on existing platforms to present our clients with cutting-edge, accessibility friendly, and usability-minded solutions

# General Required Skills

* 2+ years of experience in web design, user experience, or web software development
* Strong working knowledge of website best practices
* Background in mobile and responsive web design
* Should possess a strong web design portfolio or equivalent background
* Understand and communicate with development teams on key technical concepts and code development
* Efficiently convey design concepts to team
* Share UI/UX knowledge and expertise
* Knowledge of life cycle development and contemporary user-centered design methodologies

# Required User Interface Design (UI) Skills

* Expertise in user-centered design and front-end development
* Working knowledge of HTML5, CSS, XML, JavaScript, JQuery, Photoshop, Illustrator
* Collaborate with Senior UI/UX designers and developers to create well written technical documentation
* Ability to create wireframes and detailed layouts that are well documented
* Collaborate with team to create and maintain pattern libraries

# Required User Experience (UX/UXD/UED) Skills

* Ability to collaborate with senior designers and information architecture experts to develop information architecture, web taxonomies, analytics, and usability testing on complex systems
* Collaborate to convert design concepts into solutions
* Ability to create site maps, analyze site data, implement SEO solutions, and encourage accessibility best practices
* Maintain brand experience
* Provide designers and developers with consistent communication, branding, and functionality through design elements and documentation
* Maintain consistent branding, layouts, and messaging on a per client basis
* Regulate client branding guidelines and collaborate with stakeholders to create business requirements and style guidelines
* Write use cases, tutorials, and design/code examples
* Target audience, browser, and measurement related research/documentation

## Encouraged but not required:

* Experience with Government regulations and accessibility compliance
* Experience working on projects with stakeholders located in multiple locations
* Familiarity with CMMI (level 3) processes
* Ethnography and human computer interaction (HCI) expertise
* 2 or more years of user experience design for software, web applications, and mobile development
* Rails, ObjectiveC (iOS), C++ (Android), SASS, Rails, AJAX experience a plus