# Senior UI/UX Design Engineer

## Job Summary:

The application development team of General Dynamics Information Technology (GDIT) is currently looking for a Senior UI/UX Design Engineer 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 direction, and at least 5 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
* Develop prototypes, technical documentation, and usability strategies
* 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
* Excel at providing highly analytical and creative ideas to design engagement

# General Required Skills

* 5+ years of experience in web design, user experience, or web software development
* Strong working knowledge of website best practices
* Extensive 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
* A thorough knowledge of life cycle development and contemporary user-centered design methodologies
* Strong analytical and problem solving capabilities
* Aptitude to be at the forefront of applying sophisticated web technologies
* Consulting with clients and collaborating with multiple teams via exceptional written communication and presentation skills
* Engage stakeholders in developing and implementing designs

# Required User Interface Design (UI) Skills

* Expertise in user-centered design and front-end development
* Proficiency in HTML5, CSS, XML, JavaScript, JQuery, and Ajax
* Create well written technical documentation of style guides, pattern libraries, branding guidelines, and information architecture
* Ability to lead a UX strategy across multiple website frameworks (skills necessary may include but are not limited to: wireframes, Photoshop, Illustrator, and creating detailed layouts that are well documented)
* Create and maintain pattern libraries

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

* Aptitude for information architecture, web taxonomies, analytics, and usability testing on complex systems
* Collaborate to convert design concepts into solutions
* Understanding and ability to implement design audits, usability testing, and convey recommendations to stakeholders to enhance customer satisfaction by providing
* Exceptional written communication of technical documentation and user guides
* Ability to create site maps, analyze site data, implement SEO solutions, and encourage accessibility best practices
* Coordinate 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
* Ability to evaluate a user’s perception or interaction with a system and evaluate ease of use, perception, utility, performance, and efficiency of tasks to create enhancement recommendations, user flow charts, design patterns, content inventory, style guides, and create more efficient work flows

## 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