



UI/UX Designer

Experience Level: 2-5 Years

Location: Bengaluru (Bangalore)

Work Type: 5 days WFO

Job Type: Full-time

Industry: Logistics Tech

Role Overview

We are seeking a talented and driven UX/UI Designer with 2+ years of experience, possessing a keen eye for visual design and a user-centric approach to their work. This role requires a team player who is not only passionate about solving user problems but also eager to continuously learn and improve our product's user experience.

Key Responsibilities

- Collaborate with the product team to define and implement innovative solutions for product direction, visuals, and experience.
- Execute all visual design stages from concept to final hand-off to engineering.
- Conceptualize original ideas that bring simplicity and user friendliness to complex design roadblocks.
- Create wireframes, storyboards, user flows, process flows, and site maps to effectively communicate interaction and design ideas.
- Present and defend designs and key milestone deliverables to peers and executive-level stakeholders.
- Conduct user research and evaluate user feedback to enhance and refine the user experience.
- Establish and promote design guidelines, best practices, and standards.
- You should have shipped products and if they have done well you should know why.
- Ask questions, there is nothing like stupid questions. Take risks, and champion new ideas.

Required Qualification:

- 2+ years of UX/UI design experience.
- A portfolio of professional UX/UI design work for both web and mobile platforms.
- Ability to present your designs and sell your solutions to various stakeholders.
- Up-to-date with the latest UI trends, techniques, and technologies.
- Strong communication skills and a team-oriented mindset.
- Ability to work with stakeholders to understand detailed requirements and design complete user experiences that meet client needs and vision.
- Experience in using UX design best practices to design solutions and a deep understanding of mobile-first and responsive design.
- A solid grasp of user-centered design and testing methodologies, subsystems, and usability and accessibility concerns.
- Ability to iterate designs and solutions efficiently and intelligently.
- Be open to receiving feedback and constructive criticism.

Nice to have

- How to create interactive prototypes will be a plus.
- Have worked with creating Design Systems in the past.