

**Job Title:** UI/UX Developer

**Job Role:** Design and Development of User Interfaces

**Experience:** 4+ Years of experience in designing and developing user-friendly, visually appealing interfaces for web and desktop applications.

**Employer:** Vcyberiz Sdn Bhd, Cyberjaya, Selangor

**Role:**

As UI/UX Developer, you will be responsible for designing and developing user-friendly, visually appealing interfaces for web and desktop applications. You will work closely with cross-functional teams to create seamless user experiences and ensure design consistency across all platforms.

**Responsibilities:**

- **Design and Development:**
  - Design and develop user interfaces using tools like **Figma**, **Replit**, and **Gradio**.
  - Implement responsive and scalable designs using **Material UI**, **Shadcn**, and **Tailwind CSS**.
  - Develop GUI applications using **Rust (GTK)** and front-end technologies like **JavaScript/TypeScript**, **HTML5**, and **CSS3**.
- **Prototyping and Wireframing:**
  - Create wireframes and interactive prototypes using **Figma** and **Balsamiq** to visualize user journeys and design concepts.
  - Use **Gradio** for rapid prototyping, especially for AI/ML-driven interfaces.
- **Collaboration and Consistency:**
  - Collaborate with product managers, designers, and developers to ensure seamless integration of design and functionality.
  - Maintain design consistency across all platforms, ensuring brand identity and usability standards are met.
- **Version Control and Best Practices:**
  - Use **Git** for version control and collaborative development.

- Follow best practices in UI/UX design and front-end development to deliver high-quality, maintainable code.
- **Stay Updated:**
  - Keep up with the latest design trends, tools, and technologies to incorporate innovative solutions into projects.

**Experience:**

- 4+ years of experience as a **UI/UX Developer, Front-End Developer**, or similar role.
- Proficiency in **Figma, Replit**, and **Gradio** for design and prototyping.
- Strong experience with **Material UI, Shadcn**, and **Tailwind CSS** for building scalable and responsive UIs.
- Hands-on experience with **Rust (GTK)** for GUI development and **JavaScript/TypeScript, HTML5**, and **CSS3** for front-end development.
- Familiarity with **Git** for version control and collaborative workflows.
- Experience in wireframing and prototyping using **Figma** and **Balsamiq**.
- Strong understanding of user-centered design principles and usability best practices.
- Excellent problem-solving skills and attention to detail.
- Strong communication and collaboration skills, with the ability to work effectively in a team environment.

**Qualifications:**

- **Bachelor's degree in computer science, or a related field.**
- **Certifications in UI/UX design, front-end development, or programming (e.g., Figma, JavaScript, Rust).**

**Skills and Abilities:**

- **Design Tools:** Figma, Replit, Gradio, Balsamiq
- **UI Libraries:** Material UI, Shadcn, Tailwind CSS
- **Programming Languages:** Rust (GTK), JavaScript/TypeScript, HTML5, CSS3
- **Prototyping:** Figma, Gradio
- **Version Control:** Git
- **Soft Skills:** Collaboration, problem-solving, attention to detail, communication