

Decoding a job description



A typical job description

Think about...

Junior UX Designer

We are looking for a Junior User Experience Designer to join a fast growing digital design agency, specialised in designing apps for the gastronomy & food industries.

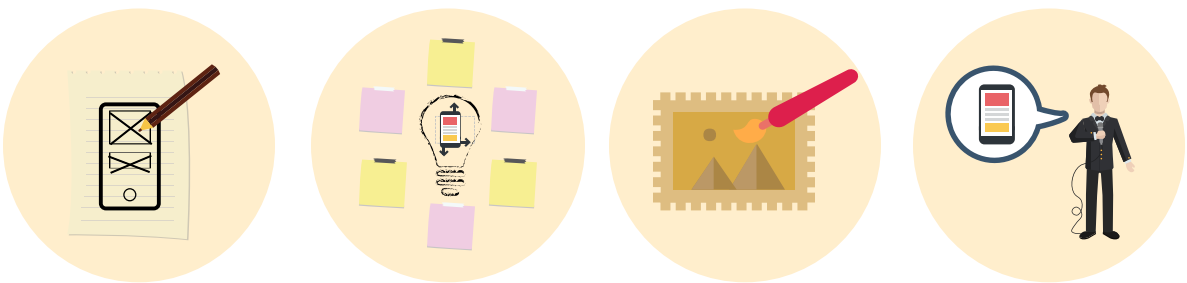
It's a 'junior' position, so likely to be entry-level!

Key responsibilities

1. **Sketching out visual concepts** on both software and paper
2. **Assist in planning, design and facilitation of user research**
3. **Analysing user feedback and ensuring that the end product meets their needs**
4. **Creating prototypes and user journeys** to illustrate the user experience

What does that mean?

1. **Sketching out visual concepts**
This means creating wireframes, and sketching out where different elements of an app or website would be placed - e.g. headings, buttons, advertisement.
! You could give examples that show you can visualise ideas - e.g., do you like to sketch or can you give examples of when you have created great presentations?
2. **Assist in user research**
This could involve desk-based research into target audiences and behaviours, or organising workshops, interviews or focus groups.
! Good to mention experience with research, as well as presentation and facilitation experience. For focus groups and workshops, organisational experience is also very valuable.
3. **Analysing user feedback**
This involves for example meeting with users to test prototypes with them, or observing them while they interact with a website or system to see whether they are struggling to navigate effectively.
! Customer service experience could work as an example to prove you can communicate well with users and really identify their needs.
4. **Creating prototypes and user journeys**
Prototypes are early versions of the finished product that can be used for tests with users. User journeys are visualisations of the steps that the user must go through when interacting with a product or system from start to finish.
! Talk about examples of when you've documented a process or made improvements to something - a document, object, process - after receiving feedback. Also mention if you have any experience with prototyping software or tools directly.



Key Skills

5. **A degree in a UI/UX related subject, or relevant experience outside of university**
6. **Good interpersonal and team working skills**
7. **Good time management and resilience** in order to meet client deadlines, as well as a good eye for detail
8. **Knowledge of (or interest in learning) design software** (e.g. Photoshop, Illustrator, Sketch)
9. **Excellent written communication skills**

What's a good example?

5. **Degree in UI/UX related subject or experience**
Practical experience often is as important as a master's degree for example. If you have real-life examples to prove your UX design skills, this could be as valuable as a certificate to some employers.
6. **Interpersonal and team working skills**
Think of a time when you've successfully worked as part of a team – either in a previous job or in some other activity. For example, do you play in a sports team or are part of any faith or community group?
7. **Good time management and resilience**
Mention examples of managing projects inside or outside of school or work (e.g. planning an event). Commitment to hobbies like sports or playing an instrument can also show resilience. Ensure you spell check your application to prove your attention to detail.
8. **Knowledge of design software**
If you have experience, you might be able to include some examples of your work in an appendix or share a link to an online folder to give an impression of your work. Otherwise, think about doing some training online and emphasise your interest in learning about it.
9. **Written communication skills**
Think of examples when you've written something important or something that was published, for example a blog, a newspaper or newsletter.

