

User Experience Designer

Job Description

Stellar is looking for a Senior UX Designer to help shape the future for how our clients serve their customers. You will work across every stage of the experience, from designing new features to prototyping high fidelity solutions. The User Experience Designer will work with Stellar's close-knit team of visual designers, software developers, and product managers to shape our client's digital products.

The User Experience Designer is the bridge between business strategy and technology — we create meaningful, holistic experiences for our clients and their customers. We are multiskilled thinkers, computational designers, environmental designers, researchers, and architects.

Sounds like you? If you are committed to not only transforming the world with the products you create, but also being a valued citizen to our growing global team, you will be instrumental in shaping how we do it with your ideas, thoughts, and solutions. Apply now.

The Role

- Communicate with excellent aesthetic and an influential voice to shape and position ideas for customer impact
- Present your own work
- Possess a thorough POV on craft, tools and process
- Propose optimizations and creative approaches to systems that can cultivate impact for users' needs
- Develop specification documentation that allows for implementation in software development
- Facilitate design workshops with stakeholders
- Collaborate with teams on the development of motion, content strategy, visual design, and content
- Clarify and define success metrics for client and business impact
- Develop relationships across a project team, specifically technical team members and software developers
- Lead and manage small project tracks autonomously

Skills & Experience

- 3-5 years of experience - ideally within a digital agency
- Experience building websites and complex web applications
- Complex system mapping and process mapping
- Audits and competitive landscaping
- User research and design for iterative testing
- Wireframing functionality for features and content
- Prototyping skills with a familiarity of 2-3 tools, having advanced experience with at least 1 tool
- Low fidelity prototyping skills (i.e. InVision and XD)

- Component-based design-development
- Creating sitemaps and interaction design
- Process and specifications documentation
- Bachelor's Degree required from college or University

The Top Things We're Looking For

- Passion and deep knowledge of the digital world
- Embrace challenges and new methods of thinking
- Can effectively communicate and coordinate with other disciplines to ensure designs are in line with agency expectations
- Take constructive criticism with ease and grace
- Self-motivated, organized and accountable
- Humble in victory, constructive in defeat
- Willing to fight for good ideas, but always a team player
- Self-starter, driven, focused, eager