

## JOB DESCRIPTION & ACCOUNTABILITIES

<b>NAME:</b>		<b>REPORTING TO:</b>	<b>UX Manager – Gemma Sherwood</b>
<b>POSITION TITLE:</b>	<b>Senior UX Designer</b>	<b>DIRECT REPORTS:</b>	<b>1 x Junior UX designer &amp; 1 x Junior UI designer</b>
<b>DEPARTMENT:</b>	<b>Marketing Services and Innovation</b>	<b>LOCATION:</b>	<b>Melbourne, AU</b>

### POSITION PURPOSE:

Our customers' experience is of the utmost importance to us. Reporting to the UX Manager you will be part of a UX team who are also passionate about UX and the role that UI plays in our ongoing digital transformation. The key responsibility of the role is delivering the best user interfaces ever on our digital platforms. The role will include developing wireframes, prototypes, user journeys, site maps, visual and UI designs & process flows of concepts for user testing, review & implementation – managing the design tasks of innovative projects from conception through to delivery.

As the Senior UX Designer, you will be responsible for leading and mentoring a team; providing skills-based mentorship and guidance as well as day-to-day line management activities including regular one-on-one's, onboarding & recruiting designers.

### QUALIFICATIONS AND EXPERIENCE

- Tertiary qualification in graphic design, web design, human computer interaction or similar.
- 4+ years in a UI/UX role.
- Proficient in Sketch and Invision.
- Experience creating or maintaining a design system.
- Experience mentoring & developing a UX team.
- Strong understanding of web accessibility guidelines is essential.
- Strong knowledge of user-centred, usability and interaction design principles.
- A strong working knowledge of information architecture, wire-framing and rapid prototyping.
- Understanding of web and mobile languages, HTML and CSS.
- Experience working on responsive, adaptive and inclusive devices from desktop to multi touch.
- Experience working in a lean Agile/Scrum development environment and JIRA.
- Google Analytics, A/B and usability testing experience a bonus.

### OTHER SKILLS AND ATTRIBUTES

- Passionate about developing & inspiring a team towards success and cohesion.
- Strong attention to detail.
- Understanding & alignment with the company's core values.
- Ability to work with precision & independently.
- Able to take a collaborative approach in engaging with different parts of the business.
- Experience in educating design teams in UI best practices highly regarded

OPERATIONAL ACCOUNTABILITIES OF ROLE	BENCHMARK MEASURE
<p><b>TEAM MENTORING &amp; LEADING</b></p> <ul style="list-style-type: none"> <li>• Provide leadership and sense of support to the UX team</li> <li>• Inspire and mentor the UX team to hone their craft</li> <li>• Regularly review UX tools and processes and make recommendations for improvements to the UX manager.</li> <li>• Assist UX Manager in the recruitment process of new direct reports. Responsible for onboarding and training new UX &amp; UI designers.</li> <li>• Assist UX Manager &amp; Product Owners with UX strategy and product roadmap.</li> <li>• Manage and present work to a range of stakeholders – executives, business leaders, developers, business analysts, brand, UX and graphic designers.</li> <li>• Advocate for design systems and web accessibility.</li> </ul>	<ul style="list-style-type: none"> <li>• Conduct regular one-on-one's with direct reports.</li> <li>• Create clear training and development plans for UX team members.</li> <li>• Communicate your design rationale to stakeholders to achieve alignment and shared understanding.</li> </ul>
<p><b>USER INTERFACE &amp; USER EXPERIENCE DESIGN</b></p> <ul style="list-style-type: none"> <li>• Conceptualise, implement and champion the visual language of the Intrepid Group brands online.</li> <li>• Create and advance online style guides and design system.</li> <li>• Storyboard and prototype user experiences.</li> <li>• Assist process improvement between design and development.</li> <li>• Assist user acceptance testing for all UI work with the relevant product owner.</li> <li>• Develop, produce and iterate user journeys, site maps, wireframes, personas, process flows, information architecture</li> </ul>	<ul style="list-style-type: none"> <li>• On-time delivery of UI in coordination with product owners and development team.</li> <li>• Be involved in the end-to-end product delivery cycle – from usability testing to sketching, prototyping to UI and interaction design.</li> <li>• Lead the creation of the new design system for our brand websites.</li> </ul>
<p><b>RESEARCH</b></p> <ul style="list-style-type: none"> <li>• Translate user research into blueprints for the development team.</li> <li>• Assist UX Researchers &amp; UX Manager to plan and conduct quantitative and qualitative user research (e.g. A/B testing, diary studies, customer interviews, usability testing, surveys)</li> </ul>	<ul style="list-style-type: none"> <li>• Work with Senior UX Researcher to determine the best research and testing methods for sprint teams.</li> </ul>
<p><b>GROWTH AND INNOVATION</b></p> <ul style="list-style-type: none"> <li>• Assist in establishing, promoting and maintain UI design best practice and guidelines across the business.</li> <li>• Provide UI &amp; UX training to colleagues in studio/marketing.</li> </ul>	<ul style="list-style-type: none"> <li>• Facilitate ideation workshops with sprint teams and/or UX designers</li> </ul>
<p><b>AGILE RESPONSIBILITIES</b></p> <ul style="list-style-type: none"> <li>• Participate in Scrum stand ups, sprint refinement, sprint planning meetings and conduct user acceptance testing</li> <li>• Manage and coaching direct reports working in cross functional sprint teams</li> </ul>	<ul style="list-style-type: none"> <li>• Be involved in the end-to-end product delivery cycle – from usability testing to sketching, prototyping to UI and interaction design</li> <li>• Coach direct reports working in sprint team</li> </ul>