User Researcher

Job Location -Remote

Ideal candidate gets to work in a high collaboration, fast-paced and result-driven environment. Applicants must have substantial experience informing designs through critical design thinking, rationalising for B2B or B2C systems, websites, mobile devices, and handheld.

Job Profile

- Conduct primary and secondary user research.
- Conduct and evaluate quantitative and qualitative research.
- Perform market and ethnographic research.
- Work closely with cross-functional teams to identify and evaluate research topics.
- Plan and implement user research strategies and methodologies.
- Advocate research findings to diverse audiences through written and oral presentations.
- Mentor and coach junior UX researchers on the team.
- Perform usability studies with consumers.
- Ask questions, gather data, and analyze data.
- Use a diverse set of UX research tools.

Must have

- Five or more years of UX research experience
- Deeper eagerness for observing human behaviour and synthesising insights into design.
- Maturity and openness to deal with tough business scenarios and ability to resolve conflicts.
- A flair for mentoring others and conduct training sessions.
- Demonstrate excellent interpersonal communication, negotiation, presentation and client relations management skills.
- Ability to trigger business discussions with program managers, CTOs, CIOs, CEOs
- Be clear and effective presenter in order to influence important design decisions and maintain credibility.
- Eagerness to observe human behaviour and synthesize insights into design.
- Proven ability to plan and conduct complex B2B UX engagements.
- Experienced designing for various devices and systems (mobile, handheld, TV, display systems).

If you wish to apply
- Attach your latest resume (pdf only) and share portfolio URL or PDF.
- Portfolio should not just have wireframes and UI mock-ups but tell a story of how design resolved business problem through step by step UCD process (include all critical UCD artefacts).