

# Visual Experience Designer

## 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, rationalizing for B2B or B2C systems, websites, mobile devices, and handheld.

## Job Profile

- Present the user-interface visually so that information is easy to read, easy to understand and easy to find.
- Prepare work by gathering information and materials.
- Generate clear ideas, concepts and designs of creative assets from beginning to end.
- Work collaboratively with other designers to ensure a consistent, integrated brand perception and user-experience.
- Collaborate with a cross-functional team that includes engineers, product managers in order to create simple, easy-to-use software.
- Translate client business requirements, user needs, technical requirements into designs that are visually enticing, easy to use, and emotionally engaging.
- Staying in the loop and on top of the latest standards, changes, trends in visual design field.
- Interpreting storyboards to tell visual stories that support learning.

## Must have

- Think high-level business as well as dive deep into a specific design challenge and come up with alternative solutions that are not only usable but look 'wow'.
- Proven mastery over visual design principles and its application on large-scale multi-device systems.
- Working knowledge of User centered Design methodology, information architecture, navigation models and interaction design principles.
- Be an effective presenter in order to influence important design decisions and maintain credibility.
- Be organized with excellent time management skills
- Minimum 3+ years of pure Visual experience.