



UI/UX Engineer

As a UI/UX Engineer at Igor, you will be responsible for solving problems surrounding usability of Igor web and non-web applications and turning our software into easy-to-use products. To be successful in this role you should have experience designing and building appealing and usable application interfaces. Some responsibilities include designing graphic elements, building reusable components, creating mockups, and presenting to internal team members.

Responsibilities:

- Develop and maintain Igor product web applications
- Illustrate design ideas using storyboards, process flows, and site maps
- Design graphic UI elements such as menus, tabs, widgets, search fields, buttons, etc.
- Develop UI mockups and prototypes that clearly demonstrate site and application functionality
- Present rough drafts and mockups to internal team members throughout the company
- Provide expertise and guidance on style standards, fonts, colors, and images
- Ensure cross-browser and version compatibility for web applications
- Provide suggestions and expertise for application usability
- Evaluate requirements in collaboration with team members
- Participate in the testing process through usability testing
- Work well in a fast-paced agile team environment

Requirements:

- Bachelor's degree in Human-Computer Interaction, Psychology, Computer Science, Design, or related field
- 7+ years of experience
- 4+ years' experience with graphic design and layout design for web sites
- 3+ years' experience writing modular front-end code using HTML5, CSS3, and W3C coding practices
- 2+ years' experience prototyping/mockup designs using Adobe XD
- Expert with Angular 4 or higher
- Experience consuming and using RESTful web services
- Ability to turn static art into browser-based web pages
- Familiarity with browser testing and debugging
- Ample experience with Adobe Photoshop, Illustrator, and saving/creating images for the web
- Understanding of OOP
- Understand concepts of progressive enhancement and responsive design
- Desire and ability to work aggressive schedules
- Self-motivated desire to continuously improve
- Ability to work independently and proactively

Desirable:

- C# programming experience
- Experience with Git version control
- Unit testing with JavaScript