



TWO-UP DIGITAL

MID-LEVEL UX DESIGNER

THE ROLE

- Integral part of a small design team, where your ideas and opinions are heard, within a digital agency working primarily on online gaming projects
- In your small, supportive team will be yourself, a UI designer and a graphic designer, covering all areas of design
- The business is split across two-parts:
 - Platform - improving the front and back-end of our growing betting engine, serving numerous clients.
 - Agency - working across multiple exciting projects, from marketing material to mobile apps, from dynamic widgets to websites
- You'll be expected to be fully-involved with kick-off meetings, gathering requirements, brainstorming and project planning
- Produce mind maps, site maps, wireframes, user-flows, prototypes, all when necessary, based on client requirements, design principles, analytics and available timeframes
- Elite-level responsive design, across devices and operating-softwares
- Ensuring your solutions are clearly presented to stakeholders, advocating your opinions
- Iterate designs quickly, incorporating relevant feedback
- Documenting and organising your work as we share a folder structure in the cloud
- Identify weaknesses within our processes and look for ways to continually improve efficiency
- It cannot be understated how important communication is
- Lots of opportunity to work outside your box, such as UI, graphics, interaction design etc.

SOFTWARE STACK

The software we use, but are not limited to consists of:

- Sketch
- InVision
- Zeplin
- Whimsical
- Trello
- Slack
- Webflow
- Google Suite
- Jira (not essential)
- Adobe suite (beneficial)
- Whatsapp

YOU

- Minimum 3 years in the UX game, with a portfolio to show
- Thorough-knowledge of UX best-practices and design principles
- Confident in presenting your work and ideas
- Must be able to use your initiative. We'll support you but you'll be expected to hit the ground running
- Time management skills as you'll be working on multiple projects at once
- Willingness to travel to meet clients and our development to team in Krakow
- Experience in online gaming highly desirable but not essential
- Taking responsibility and accountability
- Able to deal with criticism, constructive or not
- Willingness to learn and improve; sharing your knowledge as much as absorbing from us

US

- Company 3 years old, making waves in the world of online gaming
- Inspiring, modern office in the heart of Shoreditch, with another in Krakow, Poland.
- Extraordinary, global clients from Las Vegas, New York, Athens, Manchester, no less, adding untold value to your portfolio
- Agile, fast-paced dynamic, working alongside some very talented individuals
- Taking responsibility and accountability is directly rewarded with flexible working hours and opportunities to work from home
- Infinite scope for innovation and creativity
- Plenty of dad jokes, witty puns and generic poor banter on offer
- Our office Sonos would love to hear your beats and a dartboard which would love to receive your errr... darts