



## UI/UX DESIGNER

**Department:** Engineering

**Location:** Montreal, QC, Canada or Orlando, FL, USA

**Status:** Full-time

**Date Posted:** October 6, 2021

### Are you interested in joining an organization that?

- Has over 30 years of experience providing innovative software simulation solutions in the Air Traffic Management (ATM) and Air Traffic Control (ATC) fields?
- Provides products and services to governments, colleges and universities, and defense and civilian ATC agencies worldwide?
- Offers a pay-for-performance compensation structure, tuition reimbursement, and access to various professional development opportunities?
- Has work/life balance programs in place and offers a holistic benefits package that is fully customizable based on your specific needs?

If this sounds interesting to you, continue reading about our job vacancy below.

Under general direction of the Manager of Engineering, define and drive the user experience strategy. Develop, and evolve our UI/UX patterns, practices, and styles, and through interviews and research, optimize the ergonomics and user experience of Adacel's existing and future products.

### Essential Duties and Responsibilities:

- Be the champion for customer experience excellence as it relates to Adacel's products' UI/UX.
- Establish clear UI and UX design rules, guidelines, and style guides to ensure future designs are aligned with the Company's visual branding.
- Lead the selection of UI design, development, and rapid prototyping technology solutions.
- Conduct research on best practices, review scientific research and bring forward the optimum design solutions to ensure Adacel uses the most-advanced and research-based UX/UI practices.
- Lead the UI/UX redesign and modernization of existing UIs for our flagship products.
- Lead the UI/UX design of future products.

The duties, responsibilities, and qualifications noted in this job posting were derived from Adacel's UI/UX Designer job description dated October 4, 2021.

- Work with software developers to implement UI/UX designs.
- Review and provide feedback on UI/UX in development.
- Create interactive prototypes and mockups that will have a real impact on users.
- Conduct pre- and post-deployment analysis of our products' UI/UX and recommend future adjustments.
- Collaborate closely with different departments, including Product Owners, Marketing and Systems Management to define and develop optimal UI/UX designs that meet customer needs.
- Performs other duties as assigned by Supervisor.

#### Required Qualifications:

- Diploma/Degree in Web Design, Human Computer Interaction, User Research, or equivalent or relevant experience.
- Excellent knowledge of design software applications and tools.
- 5+ years of experience within the digital design/UX industry.
- Experienced with desktop system UIs, including large operational systems with interdependent applications.
- Proficient in User-Centered Design (UCD), Interaction Design (IxD), and mental models.
- Proficient in prototype/mockup software (e.g. Axure, Sketch, Balsamiq).
- Attentive, ability to work independently and prioritize tasks.
- Collaborative team player with excellent communication (verbal & written) and interpersonal skills.
- Strong visual design aesthetic and ability.
- Knowledge of Microsoft Office products such as Word, Excel, PowerPoint, and Outlook.

#### Desired Qualifications:

- Excellent problem analysis/solving abilities.
- Knowledge of implementation tools and techniques.
- Understanding of full stack development.

#### How to Apply:

- **Montreal Office:** You may apply by sending a copy of your resume/CV to [careers@adacel.com](mailto:careers@adacel.com).
- **Orlando Office:** You may apply by accessing the following link... [\[Click Here\]](#).

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