

Entry-Level UX Position(s) Available

The *Office of Digital Humanities* is seeking entry-level user experience designer(s) to join our WordCruncher redesign team. Your primary role will be to research and design usable interfaces, perform usability testing, and create prototypes to validate design concepts. The ideal candidate will use this information to help us create the best user experience possible for the application. The project is just getting underway with the goal of delivering an alpha version by December 2024, so the ability to work through spring and summer semesters would be preferred, but is not required.

Responsibilities

Below are some of the responsibilities you would be expected to assume:

- Research customers, competitors, and products
- Conduct interviews with users
- Develop personas, scenarios, and user stories
- Work with stakeholders to identify requirements
- Create wireframes, prototypes, and high-fidelity mock-ups
- Develop and implement usability testing
- Design for accessibility standards
- Create and maintain system documentation
- Work with developers to ensure product quality

Job Qualifications and Skill Sets

Below are the qualifications expected of an entry-level UX designer:

- Be available to work for at least 10 – 20 hours a week
- Working knowledge of UX design principles
- Working knowledge of design tools such Figma, Adobe Photoshop and/or Illustrator is a plus
- Experience with user testing and usability analysis
- Should be studying UX design, UI design, web design, graphic design or equivalent relevant major or minor
- Strong verbal and written communication skills required
- Ability to work independently and as part of a team

Contact

For more information please contact **Dr. Kathie Gossett** (kathie_gossett@byu.edu or 801.422.2897)