

Product UX / UI Designer

iDevices, a leader in the connected home space, has a completely in-house UX team designing world-class experiences. The team supports every aspect of iDevices creative and branding with the goal of ensuring the user has an innovative and seamless experience at every touch point. Driven by a collaborative group of passionate designers, we create exceptional experiences through a combination of an iterative creative process and modern design techniques.

The Product UX team handles the research, ideation, and design of the entire experience of our products and apps. Team members are challenged with a wide variety of project types that require of a diverse set of design skills. Working in a synergistic environment, designers on the team have the unique opportunity to help shape the iDevices experience.

This role requires working closely with creative management to define strategy and requirements for app and products. The role requires leading app and products projects through a complete development process running from ideation to delivery to the customer. Tasked with ensuring the experience is consistent and innovative at every touch point the role requires a strong combination of UX and UI skills. Excellent listening, writing, and problem-solving skills are needed. Build a strong understanding of the smart home industry, the platforms we work with, and our product line is essential.

Position is in-house and remote candidates will not be considered.

Responsibilities:

- Work within a collaborative team to ensure all aspects of our product experience are considered and cohesive
- Support the development of app requirements
- Create app workflows based on requirements
- Develop app wireframes and explain their logic
- Design UI that achieves all the UX goals
- Design UI that is on brand and meets customers' needs
- Support new product ideation
- Create usability workflows and requirements for product experiences
- Research and communicate trends and best-practices in relation to iOS and Android apps
- Research and communicate trends and best-practices in relation to product ideation
- Usability and functionality testing
- Developing and maintaining a deep understanding of the smart home industry, the platforms we work with, and our product line

Requirements:

- 4+ years experience with UX / UI design
- Passion for mobile devices and connected products
- Experience using Adobe Suite, particularly Illustrator, Photoshop® and InDesign
- Experience with OmniGraffle, Sketch and InVision is preferred
- Ability to work in-house, 5 days a week from our Avon, CT office

A portfolio is required. Online is preferred, but a PDF version is acceptable.