

Neptune Retail Solutions 2.9★

Junior UX/UI Designer

Washington, DC

\$43K - \$89K (Glassdoor est.) ⓘ

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Checkout 51 is seeking a passionate and outcomes-focused Junior UX/UI Designer to join our growing Design Team. This individual should be highly motivated and possess a willingness to gain practical experience in the realm of User Experience and User Interface Design. They will work with more senior designers to gain proficiency in research, information architecture, interaction design, and visual design skills to bring our internal and external products to life.

As part of our Design Team, the Junior UX/UI Designer will utilize their top-notch research skills to investigate and help define ideal product experiences for our users. This individual will be responsible for thinking strategically, being creative, and negotiating design solutions in relation to business goals and user needs. With an understanding of user needs and processes, the Junior UX/UI Designer will enhance usability, create workflow efficiencies, and design appealing and intuitive solutions.

Responsibilities

- Perform user research methods in an effort to understand the unmet needs of our users and provide recommendations to improve interface designs
- Collect and analyze user behavior through observations, heuristic evaluations, usability studies, user testing, interviews, focus groups, and UX workshops
- Work with stakeholders to establish and execute product vision
- Partner with product management teams to oversee the user experience of new features from conception until launch
- Identify and incorporate complex technical and business requirements into research and help advocate findings
- Present and iterate design solutions and concepts
- Facilitate strategic human-centered decision making and design thinking
- Originate new concepts, strategies, and innovative approaches to user experience definition that have a significant impact or high visibility
- Collaborate with other designers to establish design direction for experiences
- Influence and help to shape a newly established UX process and design system that drive future interface improvements
- Help define the look and feel of user interfaces across internal and external products
- Develop personas, user flows, wireframes, and high fidelity prototypes
- Work directly with developers during the handoff and implementation of designs
- Contribute to high-level strategic decisions with product and leadership teams