UI Designer, Raftr (Part time)

About Raftr

The Raftr application is an authenticated social platform for community members to stay current on what is happening in their community and connect with others who share the same interests. For higher education, Raftr solves the problem that college students often miss events and important campus information due to frustrating email-listservs and Facebook group notifications, which often aren't relevant to them. Raftr is a way for students to acquire a sense of belonging in an environment specific to their university, by offering community as a service delivered through a mobile app experience.

About the Role

We are looking for a user interface (UI) designer able to understand our business requirements and any technical limitations, and be responsible for creating consistent screens users interact with while using the Raftr app and website. This includes creation of all of the visual design elements that assist users in navigating the app/website. The UI designer will also be expected to understand best practices commonly used in social/mobile applications in order to ensure a great user interface.

How We Work

This role is fully remote, so you can work anywhere you want. The Raftr team thrives on transparency and authenticity; to join our team you will thrive in that atmosphere as well as being an exceptional communicator and a dedicated team player. Today we have team members all over the world; we leverage agile methodologies to move quickly and stay focused. Be advised that most team meetings occur between 9am and 2pm Pacific Time (UTC-8/-7). If you're applying from a location where these hours are outside your usual working hours, you'll be expected to adapt to our meeting times.

Responsibilities

- Translate concepts into wireframes, mockups, visual designs, and prototypes that support product design decisions leading to intuitive user experiences.
- Facilitate product vision by researching, conceiving, sketching, and prototyping designs for digital products.

- Deliver production-ready visual designs optimized for a wide range of (mobile) devices and interfaces.
- Identify design problems and devise elegant solutions.
- Support strategic design and user-experience decisions related to core, and new, functions and features.
- Take a user-centered design approach and rapidly test and iterate your designs when needed.
- Conceptualize and create visually appealing designs for various marketing touchpoints (such as web, presentation and tradeshow assets) that maintain Raftr's brand messaging.
- Collaborate with other team members and stakeholders.
- Ask smart questions, take risks and champion new ideas.

Requirements

- 1-3 years of UI/UX design (or equivalent) experience. Preference will be given to candidates who have experience designing complex interfaces for complete digital environments including mobile apps.
- Expertise in Figma is a must. Proficiency in Sketch and Framer is a plus.
- Basic HTML5, CSS3, and JavaScript skills are a plus.
- Knowledge of Slack, Google Workspace and project management tools such as Notion, Trello or Jira.
- Some knowledge of UI interaction and animation is a must. Proficiency in Adobe After Effects, Lottie/JSON or other animation software is needed.
- Basic proficiency in Adobe Illustrator and Photoshop is a plus.
- Ability to work with product and technology teams to understand detailed requirements and design complete user interfaces that meet product needs and vision.
- Extensive experience in using UI design best practices to design solutions, maintaining design systems, and a deep understanding of mobile-first and responsive design.
- Ability to iterate designs and solutions efficiently and intelligently.
- A clear understanding of the importance of user-centered design and design thinking.
- Ability to work effectively in a team setting including synthesizing abstract ideas into concrete design deliverables.
- Interest in collaborating and communicating closely with teams and other stakeholders via a distributed model, to regularly deliver design solutions for review and approval.
- Passionate about resolving user pain points through great design.
- Open to receiving feedback and constructive criticism.
- Demonstrated success working in a remote, fast-paced startup environment.

How to Apply

If you have the qualifications to support Raftr's User Interface designs, please submit a portfolio link with representative samples of your work, as well as a resume and cover letter to careers@raftr.com

Studies have shown that women and people of color are less likely to apply to jobs unless they meet every single qualification. If you are excited about a Raftr career but your prior experience doesn't exactly match our current openings, we encourage you to apply anyway. You might be the perfect candidate for other related roles.