Ametheus Health
UI/UX

Summary

UX: UX is all about solving user workflow problems.

UI: UI is all about overall system looks.

a. **Information Architecture / Sitemap**: To define user flows and navigations
b. **Start with Hand Sketching Wireframes**: Prepare simple prototypes
c. **Move to Digital Wireframes**: Convert the Hand Sketched Wireframes into Digital Wireframes
d. **Convert Wireframes into Mockups**: Add Colors and overall Aesthetics
e. **Adding Interactivity**: Add Features and Functionalities for users to interact with System
f. **Testing**: Testing and Scaling with proper Documentation

Job Description

UI/UX Designer

Position Overview:

We are seeking a talented UI/UX Designer to join our team. The ideal candidate will have a strong understanding of user-centered design principles and possess the ability to create visually appealing and intuitive user interfaces. The candidate should be adept at following best practices in UI/UX design and have experience in creating scalable user interfaces. The role will involve defining user flows, creating wireframes, developing mockups, adding interactivity, and conducting testing to ensure a seamless user experience.

Key Responsibilities

Information Architecture / Sitemap:
- Define user flows and navigational structures to optimize the user experience.
- Develop site maps and information architectures to guide the design process.

Hand Sketching Wireframes:
- Create initial wireframes through hand sketching to outline basic layout and functionality.
- Iterate on wireframes based on feedback and requirements.

Digital Wireframes:
- Convert hand-sketched wireframes into digital formats using appropriate design tools.
- Refine digital wireframes to ensure clarity and usability.

Mockup Creation:
- Transform wireframes into high-fidelity mockups, incorporating color schemes, typography, and visual elements.
- Ensure mockups adhere to branding guidelines and reflect the desired aesthetic.

Adding Interactivity:
- Implement interactive elements and functionalities to enhance user engagement.
- Collaborate with developers to integrate interactive features seamlessly into the system.

Testing:
- Conduct usability testing to identify areas for improvement and validate design decisions.
- Document testing results and incorporate feedback into design iterations.
- Ensure scalability of user interface design across different devices and screen sizes.

Requirements

- Proven experience as a UI/UX Designer or similar role, with a strong portfolio showcasing your work.
- Proficiency in design tools such as Figma, Adobe XD, Sketch, or similar.
- Solid understanding of user-centered design principles and best practices.
- Ability to translate complex requirements into intuitive and visually appealing interfaces.
- Strong communication and collaboration skills, with the ability to work effectively in a cross-functional team.
- Experience with HTML, CSS, and JavaScript is a plus point.
- Familiarity with Agile development methodologies is preferred.
- Ability to thrive in a fast-paced environment and adapt to changing priorities.