



# UX/UI Designer / Junior UX/UI Designer

## Job Description

### Our Team

Connecting the realms of traditional physical assets with cutting-edge digital ones, Mighty Jaxx is a leading urban culture company specialising in creating unique content that are developed into quality products across multiple categories such as art collectibles and lifestyle items, all powered by technology.

Since our inception in 2012, we have produced over 1,000 designs in collaboration with world-renowned artists and entertainment brands like Warner Media and Sesame Workshop, and have delivered over 1,000,000 units to collectors in over 60 countries.

Our team is made up of fast-paced, creative and fun-loving individuals with a goal to empower and engage every collector and artist around the world. This is core to everything we do and we pride ourselves in always taking an innovative, data-centric yet considerate approach in creating the right experiences, products and content for our collectors. With big dreams and a grand mission, we're looking for great like-minded people to join us.

If you follow all the latest trends in urban culture, love technology and problem-solving then this role is just for you!

### The Job

As our UX/UI Designer, you will be gathering user requirements, designing graphic elements and building navigation components. You will have the opportunity to work across both online and offline products to create delightful and meaningful experiences for collectors around the world. You will help come up with the overall strategy for user understanding, operating several sprints ahead of the rest of the product and engineering teams to research and identify areas of improvement in the experience. Ultimately, you will create both functional and appealing features that address our clients' needs and help us grow our customer base.

### Responsibilities

- Independently set up research framework and cadence to ensure strong user understanding
- Active communication with Product and Engineering teams to ensure alignment
- Work alongside product managers and engineers to ensure proposed designs and UX results in the best user experience and is technically feasible
- Design user flows and prototype experiences in an iterative manner with stakeholders
- Translate complex/broad user needs, style guides, and business requirements into simple yet elegant product features
- Go through design details, ensuring that product meets UI/UX guidelines and standards with the engineering team



- Document ongoing progress and status on work assignments in project management software and communicate these updates regularly
- Participate in key internal meetings including weekly status updates and planning sessions
- Design and lead customer focus group / research to solve existing problems, validate hypothesis and designs, or explore and develop new business opportunities
- Learn new trends and implement them within Mighty Jaxx's ecosystem
- Build our UI/UX library to ensure brand and UX consistency across our entire product lines
- Participate in key internal meetings including weekly status updates and planning sessions
- Facilitate and assist in digital product designs across multiple brands
- Ensure a high level of design excellence for digital design deliverables with attention to details
- Craft concept and creation of pitch decks and present to various stakeholders
- Collaborate with external and internal teams to discover user insights and creation of new product vision
- Design graphic user interface elements like menus, tabs and widgets
- Identify and troubleshoot UX problems

### **Requirements**

- At least a Diploma in design or other related field
- 1-4 years in UX for web and mobile design (e-commerce knowledge is definitely a plus)
- Fluent in responsive design, native mobile/tablet UI UX design
- Strong portfolio with a range of interaction design work / design portfolio
- At least a Diploma in design or other relevant fields
- Familiarity with design techniques, such as, building user personas, storyboarding, user research and wireframes.
- Experience with Sketch, Adobe Photoshop, XD or other design tools
- Ability to prototype and demonstrate design concepts to stakeholders using Invision, Adobe XD, Principle or Framer tools
- Significant past experience in conducting user research through various methods, and ability to translate insights into tangible product feature requirements or improvements
- Excellent communication skills to provide a clear rationale for design concepts and how they align to project goal
- Experience with Figma, Indesign, After Effects and 3D softwares experience are a bonus
- Out-of-the-box thinker with a creative and strategic mindset
- Highly organized and with strong time management skills
- High level of self-motivation, commitment and dedication
- Ability to work under pressure and move quickly to adapt to changing priorities in a fast-paced environment

### **Salary Range**

S\$3,000 - S\$4,000