



## UX/UI Designer

### About Poken

Poken ([www.poken.com](http://www.poken.com)) is an innovative event technology company that delivers a 360-degree experience to people attending events in the real world, by bridging the gap with digital content sharing and social networking. Our cloud-based event management platform is used by trade shows and exhibitions, corporate and association events, as well as sports and youth events. It includes features and services such as registration, matchmaking, meeting scheduling, networking, lead generation, gamification, access control, reporting and more.

Headquartered in Switzerland, with offices in New York and Romania, Poken is a one-of-a-kind market leader with clients in over 25 countries supported by a growing network of resellers. Poken has attracted significant media attention around the world, and has won a number of awards for technical innovation and excellence.

### What We're Looking For

Poken is seeking a talented **UX/UI Designer** to work out of our office in Sibiu, Romania. In this role you will be part of a team that defines and builds the next generation of our software applications. You will be responsible for developing best-in-class user experiences (user interface designs, interaction models, etc.) in a fast-paced and agile environment. You will work closely with product management, software engineering, and event managers to successfully go from early stage product concepts to launch.

You must be a visionary that can translate business needs into awesome customer-focused solutions. The ideal candidate for this position is passionate about creating flawless user experience and interactions, someone who wants to work on a small team creating the UX/UI vision, visualizing an experience in the abstract and then be able to drive that vision into solid design deliverables.

This position reports to the Head of Software Engineering in Switzerland. Preferred candidates hold a Bachelor degree with 3+ years of experience with a portfolio that showcases user interaction and visual design skills. Fluency in Romanian and English are required, both written and spoken.



## Key Responsibilities

- Collaborate with product management and software engineering to define product requirements and conceive effective UX solutions across products
- Develop UX concepts from idea to polished design specifications, while ensuring consistency with product directions and implementation details
- Create detailed use cases, user workflows, and user interface requirements with user stories, wireframes, UI/interaction designs, etc.
- Design the user experience and user interactions for web-based interfaces with responsive designs and for mobile apps
- Compose user interface, determine user flow, make each product and feature easy to use
- Design mock-ups, user interaction, and navigation from macro overview to micro details
- Use clear visuals and communication to tell a story about the design and user experience. Work with developers and iterate designs in an agile process. Evaluate designs with users
- Help drive innovation for our products and services

## Required Skills and Experience

- 3+ years of experience in user experience design and UI/interaction design
- Portfolio demonstrating experience creating great user-centered design solutions and user interfaces for web and mobile applications
- Bachelor's degree in human-computer interaction (HCI), design, or a related field (or equivalent work experience)
- Excellent communication, presentation, and interpersonal skills
- Ability to communicate complex, interactive design concepts clearly and persuasively across different audiences throughout the organization
- Strong practical knowledge of user-centered design methodologies, usability principles, web-based information architecture and design
- Experience applying user-centered design methods such as user research, personas, information architecture, wireframing, rapid prototyping, and usability testing
- Demonstrated experience designing web-based and mobile applications
- Expert in design tools (e.g. Sketch, Illustrator, Photoshop) to produce wireframes and high fidelity mockups

## Personal Qualities

- Ability to work gracefully with a bias for action in a fast-paced environment
- Demonstrated ability to work both independently and as part of a team
- Strong analytical, problem-solving, and critical-thinking skills
- Commitment to excellence, attention to detail and quality
- Genuine passion for creating innovative products and user-centric experiences
- Be awesome, professional and a joy to work with

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