



Job description

UI Designer – Digital Systems

18 September 2020

Company context

INTO's mission:

Through innovative partnerships with leading universities we expand opportunities for higher education, ensuring success and transforming the lives of our students and staff.

Across the world, there is increasing demand for top quality higher education, with more and more students demanding access to provision beyond their home country. INTO partners with universities in three continents to address this global demand and help transform their international capacity and performance. Since 2006, we have successfully launched partnerships with 22 universities in Europe, North America and Asia. We have enrolled over 67,000 students from 166 countries and now have about 1700 employees, based round the world.

Our [website](#) has details of how we are organised and our outstanding achievements so far and our external portfolio of websites include [INTOStudy](#) and [PartnerPortal](#).

Role context

UI Designer works in the Digital Systems team to help create exciting and innovative user interface designs for digital products across a wide range of platforms. Working as part of a Scrum team and with other Digital Designers, they will work in close collaboration with UX Designers to help translate wireframes and requirements into screens, prototypes and UI elements which our customers will use to interact with our products.

Reporting line

The role reports to UX Manager within Digital Systems.

Job purpose

The UI Designer will be responsible for designing and implementing user interface designs for our digital systems across a number of products.

The work will combine using and developing consistent design patterns, informed by UX work, across our digital services and creating the digital artefacts necessary to deliver them.

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Key accountabilities and duties

- Working as a member of an agile delivery team to create digital experiences.
- Translating UX designs, user stories and other requirements into intuitive, responsive interfaces and front-end solutions.
- Enhancing, supporting and maintaining existing user interfaces.
- Working with cross disciplinary and departmental colleagues to ensure design practices are adhered to and meet company branding.
- Creating visual designs, assets and mockups for use in agile development teams and for use by stakeholders.

The job title does not define or limit your duties and you may be required to carry out other work within your abilities from time to time at our request. We reserve the right to introduce changes in line with technological developments which may impact upon your job duties or methods of working.

Location

The location of this role is flexible but there may be some requirement in the future to attend meetings in Brighton or at other INTO offices.

Safeguarding

As part of our Safeguarding procedures, applicants are asked to note that:

- References will be followed up;
- All gaps in CVs must be explained satisfactorily;
- Proof of identity and (where applicable) qualifications will be required;
- Reference requests will ask specifically whether there is any reason that they should not be engaged in situations where they have responsibility for, or substantial access to, persons under 18;
- Appropriate suitability checks will be required prior to confirmation of appointment.

This role may meet the requirements in respect of exempted questions under the Rehabilitation of Offenders Act 1974. If so, all applicants who are offered employment will be subject to a Disclosure and Barring Service check before the appointment is confirmed. This will include details of cautions, reprimands or final warnings as well as convictions.

Please see the next page for person specification.

Person Specification

	Essential	Desirable
Legal Status	<ul style="list-style-type: none"> Must be eligible to work in UK 	
Education/Qualifications	<ul style="list-style-type: none"> Ideally hold a degree or equivalent qualification in Graphic Design, Digital Communication or demonstrate corresponding relevant experience 	<ul style="list-style-type: none"> Additional qualifications in UX design
Experience/skills	<ul style="list-style-type: none"> Highly proficient in using Sketch and ability to use and create Style Guides Prototyping skills (e.g. InVision, Figma, Axure, Balsamiq) Agile development experience Demonstrate knowledge or experience of frameworks or design systems Visual design experience and proven ability to develop wireframe through mock-ups to implemented designs Working knowledge of CSS and HTML Knowledge of Accessibility standards Experience of responsive web design Attention to detail Knowledge of user interface design principles Awareness of global design trends 	<ul style="list-style-type: none"> Large scale UI experience for a variety of products Design system development Interaction design for a young adult audience