Job Description
Senior User Experience (UX) Designer

July 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 http://www.intoglobal.com/ has details of how we are organised and our outstanding achievements so far.

Role context
INTO's digital products and services are an essential set of touchpoints for our customers. Our aim to is make our online presence an intuitive, useful and seamless journey for our users and to ensure we are at the leading edge of design within our sector.

Reporting line
The role reports to the UX Manager.

Job purpose
Working as part of the Digital Systems team, the Senior UX Designer will be responsible for researching and designing the user experiences of our digital products.

Key accountabilities and duties
Role and responsibilities

- Understanding the business context in which products and features are needed
- Devising and conducting user research across audiences
- Analysing research and data
- Making recommendations based on research and evidence
- Translating recommendations into designs and prototypes

- Providing advice and support as part of an Agile development process
- Conducting post launch and ongoing analysis of user experiences across products as part of a continuous improvement process

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 post is based in Brighton. Travel within the UK and abroad may be necessary and flexibility is required to meet the demands of the post, including occasional weekend working. The post holder may be reasonably required to work from any INTO or partner location at any time.

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 Serviced 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	• Right to work in the UK	• UK based
Education/ qualifications	• Educated to degree level in design, psychology or related UX subject	• A higher-level degree or qualification in User Experience
Experience/skills	• 3-5 years full UX lifecycle experience on a variety of products and projects • Experience of devising and conducting user research • Ability to analyse data from statistical packages such as Google Analytics • Able to demonstrate of how insights and recommendations have been to help build successful products • Experience of creating wireframes and prototypes using packages such as Sketch, Figma, Axure or InVision • Understanding of Style Guides and Design Systems • Ability to establish relationships and rapport with stakeholders • Experience of Agile development and the role of UX within scrum teams • Ability to communicate ideas and insights in verbal, written or illustrative formats	• Experience of working with International customers • EdTech sector knowledge and experience • Experience of working closely with UI designers and front-end developers • Remote-working and ux research experience