

Scorecard UX designer



Mission:

The mission of the UX designer is to support product development teams in their discovery phases, turning insights into recommendations, and work collaboratively with product teams to deliver the best possible UX solutions.

Key outcomes:

- **Support discovery phases and help the team generate design ideas**
 - Conducted user research through interviews, observations, and other research methods
 - Analyzed and identified pain points from the users' perspective, based on user research
 - Generated ideas through ideation techniques such as brainstorming to solve the user's needs in a way that provides value to the product
 - Selected the most promising idea(s) based on their feasibility, desirability, and viability, among other criteria
- **Turn ideas into design solutions**
 - Prototyped designs, ranging from simple paper sketches to high-fidelity and interactive digital mock-ups
 - Included the product teams in the design process to validate the feasibility, desirability, and viability, among other criteria, and increased their involvement in the design solution
 - Provided and requested critique on designs as well as the designs of others
 - Created, maintained, and designed pattern libraries, style guides, or design systems
- **Support product development teams to deliver the best possible user experience solutions.**
 - Conduct usability and user tests to determine if designs or solutions can be further improved
 - Worked next to product teams to explain more about the details of a design, analyzed and defined design solutions for scenarios that were not included in the initial design solution, and ensured the end result is a great user experience
 - Provided documentation for the design solution, design pattern libraries, style guides, or design systems

Competences:

- Problem Solving
- Interviewing Others
- Researching Information
- Influencing Others
- Attention to Detail