



Job Description

Duties and Responsibilities

Job Title: UI/UX Designer
Department: Research & Development
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Reports To: Team Manager
Reviewed Date: Aug 2024
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A. Job Description Objective

LabVantage Solutions is an industry leading provider of laboratory software products. Our products enable scientists and analysts across the globe to develop novel solutions, work effectively, and meet regulatory compliance. Some examples of environments that use our products include pharmaceutical/biotechnology companies developing therapies, drugs, and vaccines; environmental laboratory testing water quality; and food and beverage companies developing new products and verifying products meet required standards.

The UI/UX Designer will be focused to bring the ease of usability of consumer products to LabVantage’s enterprise software. The ideal candidate will have proven skills in conceptual design, interaction design, information architecture, and visual design. The UI/UX Designer will be responsible for all stages of design in a given product area, working closely with engineers and product managers to design simple solutions to highly technical problems. Proficiency in user-centered design, a love of analytics, knowledge of mobile design patterns, and the technical ability to prototype and implement designs using HTML, CSS, and JavaScript are essential. Experience with laboratory software is beneficial. Experience working as part of a global team is beneficial.

B. Primary Job Objectives

The table below summarizes the primary duties/responsibilities for this position which describes the expected allotted time over an extended period for the areas supported by their importance as well as their descriptions.

Rank of Importance	% Allocation	Description
1	50	<ul style="list-style-type: none"> ❖ Collaborate with cross-functional teams: Work with product managers, engineers, and other stakeholders to define the mental model for new and existing products and features. ❖ Develop mockups and prototypes: Create wireframes, mockups, and interactive prototypes to effectively communicate design ideas. ❖ Support implementation: Assist the UI engineering team by providing visual assets and high-quality HTML and CSS. ❖ Ensure accessibility: Design accessible and inclusive products that meet accessibility standards and guidelines.
2	40	<ul style="list-style-type: none"> ❖ Evaluate usability: Use your understanding of usability heuristics to assess new and existing features, providing actionable suggestions for improvements. ❖ Conduct user research: Perform user research to understand user needs, behaviors, and pain points, and incorporate findings into the design process.



3	10	❖ Continuous learning: Stay updated with the latest design trends, tools, and technologies, and continuously improve your design skills.
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C. Job Qualifications Necessary:

- Educational background: BS in Human-Computer Interaction or a related field, or equivalent work experience as a designer (required).
- Portfolio: Proven design experience by providing design samples or a link to your design portfolio with the application (required).
- Wire framing tools: Balsamiq, Miro (a plus)
- Proficiency in prototyping tools: Figma, Sketch, or similar tools. (required)
- Proficiency in design tools: Photoshop, Illustrator, or similar tools.
- Problem-solving skills: Comfortable distilling complex technical problems into simple, elegant solutions.
- Data-driven mindset: Desire to use data and analytics to measure design outcomes.
- Technical skills: Basic understanding of HTML, CSS, and JavaScript.
- Knowledge of WCAG 2.0/2.1 and VPAT: Understanding the Web Content Accessibility Guidelines (WCAG) and familiarity with the Voluntary Product Accessibility Template (VPAT) to ensure and document the accessibility of digital content. (preferred)
- Accessibility Testing Tools: Proficiency in using tools like Axe, WAVE, or Lighthouse to test and ensure accessibility compliance. (a plus)
- Inclusive Design Principles: Understanding and applying inclusive design principles to create products that are usable by the widest range of people (a plus).
- Experience working with a geographically distributed team, including in different countries/time zones (a plus).
- Direct experience in developing SaaS software (a plus).
- Direct experience in developing Enterprise Laboratory software (preferred).
- Direct experience with Material Design (preferred)
- Excellent communication skills.