UX DESIGNER

Enduvo is looking for a talented UX Designer who is driven to solve problems and serious about making a difference. We are the only no-code learning platform for XR. With Enduvo, anyone can create immersive content, share it to any device and experience it from anywhere. The USAF, NIH, and leading hospitals, medical schools and industrial organizations use Enduvo as a platform to better communicate, collaborate and share knowledge. If you're looking to work with a team who is passionate about empowering everyone to create and share meaningful experiences that enrich people's lives, send an email with your resume to work@enduvo.com.

What you will be doing:

- Craft the user experience along each stage of the design process. Develop compelling designs and concepts and express them in visual and verbal ways, such as: stories, sketches, wireframes, flow diagrams, models, 2D/3D mockups, prototypes
- Interpret and translate complex technologies into simple and beautiful products while advocating for users' needs and ensure their experience is pleasing
- Iterate with developers to create compelling interactive experiences and products.
- Bring user-centered design (UCD) process & methods to digital solutions from concept to launch
- Establish design patterns and best practices and ensure they are implemented

What we are looking for:

- 4+ years' experience as a UX Designer, ideally with some work in the field of XR
  Strong portfolio or reel of interaction, product, visual, or motion design examples.
- BA/BS degree in Design (e.g., interaction, graphic, visual communications, industrial), HCI, or a related field
- A customer-centered approach, with a confidence in making users happy despite (or even thanks to) constraints. A strong sense of aesthetics and understanding of visual design with a focus on usability and user-centric design is critical.
- Excellent knowledge of UX design principles, best practices, methodologies, and professional web standards in an Agile environment
- Ability to work with developers in a highly technical environment with excellent skills of various wire framing, prototyping and design tools (Figma, Adobe, etc.)
- Experience launching consumer products and platforms (with cross browser, cross platform and cross device compatibility) while iterating based on customer feedback
- Proactive, self-motivated and comfortable making difficult decisions

Preferred Qualifications:

- Experience on a game development team
- Experience in prototyping or front-end development (Unity, JavaScript, etc.)
- Experience in designing gesture-based interactive demos (e.g., using Leap Motion / Kinect)
- Experience in 3D Modeling (Maya, 3D Max, Cinema 4D etc.)