Job Description

Position Title	UI/UX Designer
Department	Technology Advancement Unit
Reporting To	UI/UX Lead
Type of Position	Full-Time

POSITION DESCRIPTION

The UI/UX Designer is responsible for designing intuitive, accessible, and consistent digital experiences across Habib University's web and mobile platforms.
The role works closely with the UI/UX Lead, university departments, and technical teams to transform user needs and workflows into clear, practical, and engaging interfaces.

DUTIES AND RESPONSIBILITIES

1. UX & Interface Design:

- Design web and mobile interfaces based on defined user needs and workflows.
- Create user flows, wireframes, prototypes, and high-fidelity designs.
- Translate complex processes into simple and intuitive user experiences.
- Ensure designs are responsive and suitable for different screen sizes and devices.
- Apply usability and accessibility principles throughout the design process.

2. Design System:

- Follow and contribute to Habib University's UI/UX design system.
- Maintain consistency in typography, components, layouts, interactions, and visual patterns.
- Create reusable design components and patterns in Figma.
- Ensure designs remain consistent across Habib One and other university applications.

3. Collaboration:

- Work with the UI/UX Lead during project discovery and design.
- Collaborate with Frontend and Backend teams to ensure designs are technically practical.
- Communicate design decisions and requirements clearly to developers.
- Participate in usability reviews, testing, and design iterations.
- Incorporate feedback from university departments and users.

4. Design Quality:

- Review implemented interfaces against approved designs.
- Identify usability, visual, and interaction issues.
- Continuously improve existing interfaces based on user feedback and observed usage.
- Maintain organized and up-to-date design files and documentation.

REQUIRED JOB SPECIFICATIONS

Required Qualification	Minimum Bachelor's degree.
Required Experience	Minimum 1–2 years of experience designing web and mobile applications, working with development teams, using design systems and reusable components, and conducting usability testing or user research.
Key Competencies	• Strong understanding of UI/UX principles. • Proficiency in Figma and modern UI/UX tools. • Strong visual design and attention to detail. • Understanding of responsive web and mobile design. • Ability to create clear user flows and prototypes. • Good communication and collaboration skills. • Ability to receive and incorporate feedback.

	• Strong problem-solving and user-centered thinking.

SUCCESS MEASURES
The success of the UI/UX Designer will be reflected in: • Consistent, accessible, and intuitive interfaces. • High-quality design deliverables delivered on time. • Effective collaboration with development and technical teams. • Accurate translation of user requirements into practical designs. • Consistent adoption of the university's design system. Design should make technology easier to understand, easier to use, and better for the people it serves.