

Junior/Mid UX/UI Designer to Ipsos Simstore

Do you want to go virtual, contribute in building our future, and bring value to thousands of users? At Ipsos Simstore you will be part of a thriving business in an industry where every decision matters.

Who are we and what do we do?

We are Ipsos Simstore, a small entrepreneurial company with 55 employees part of Ipsos - one of the worlds' largest market research companies! We are experts in understanding and anticipating consumer and buying behavior in all purchasing situations.

It all began in 2003, with the development of Simstore - a unique software for conducting virtual shopper research. Since then the company has grown and today we are a global supplier for basically all FMCG (Fast-Moving Consumer Goods) customers. How cool is that! ... But what does it actually mean?

We all buy Fast-Moving Consumer Goods, either it's in-store or online. Disregarding what we're buying, there is always a decision-making process influenced by all sorts of variables. One variable is the impact of marketing activities, which is of high importance when it comes to point of purchase. This is what Simstore is all about. It unlocks these processes, predicts the impact of marketing activities and helps companies become data driven. We were, and still are, proud to be pioneers within this area!

About the role

We are looking for a user experience (UX/UI) designer able to understand our business requirements as well as be responsible for conceiving and conducting user research, interviews and surveys, and translating them into sitemaps, user flows, wireframes, mockups and prototypes. You will be expected to design user interfaces for both web and mobile applications, and in order to ensure a great user experience, iterate upon it in accordance with user testing. We believe you're an empathetic communicator with a curious mind who uses both qualitative and quantitative data to validate design hypotheses.

With that said, your tangible tasks include:

- Gather and evaluate user requirements in collaboration with Product owner and CTO
- Communicate with stakeholders to understand their business goals and objectives
- Conduct user research and be able to understand user goals and needs
- Illustrate design ideas using storyboards, process flows, sitemaps, sketches or wireframes
- Design and build graphic user interface elements, like menus, tabs, widgets, page navigation buttons and search fields
- Develop UI mockups and prototypes that clearly illustrate how sites function and look like and be able to user testing
- Create original graphic designs (e.g. images, sketches and tables)
- Prepare and present rough drafts to internal teams and key stakeholders
- Identify and troubleshoot UX problems (e.g. responsiveness)
- Conduct layout adjustments based on user feedback

- Adhere to style standards on fonts, colors and images

And we think you have:

- At least 2 years of proven work experience as a UX/UI Designer or similar role
- Portfolio of design projects
- Good Knowledge of design/wireframe/testing tools Sketch and InVision
- Team spirit; strong communication skills to collaborate with various stakeholders
- Ability to discuss and explain design options, detail oriented and critical thinker
- Fluent in English

Who are you?

As a person you're a true team player, keen to learn and share your knowledge. It's as important to you as it is for us to grow, both individually as well as taking the product forward. You're not afraid to pitch ideas and communication is key.

Are you ready to join our journey?

We're about to take off so don't hesitate to send your application today! If you have any questions or want to apply, send us an email. For applicants please send us your resume or portfolio.

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