Name:	
Title: Front end Software Engineer (UX/UI)	Department: IT
Reporting to: Software Release Lead	Grade: 5

Job Summary:

Ascentis, through its subsidiary IDLS produce educational software for a variety of markets in the UK and overseas. By undertaking tasks assigned by the Software Release Lead, you will develop high-quality user interfaces and contribute to the development and support of our commercial software titles.

As a UX Engineer, you will play a crucial role in our dynamic engineering team, working on both the design of our brand-new product, as well as the reviewing of our existing products.

Key Responsibilities:

1. **Design New Product Interfaces**
    a. Lead the design of a brand-new digital product, developing wireframes, prototypes, and high-fidelity user interfaces from concept to completion.
    b. Ensure the designs are user-centric, intuitive, and aligned with the overall brand and business objectives.
    c. Collaborate with stakeholders to gather requirements, understand product goals, and design solutions that enhance user engagement.

2. **Build and maintain product front end pages**
    a. Build front end pages from your designs using HTML, CSS and JavaScript
    b. Build designs into single page applications using the Angular framework
    c. Ensure front ends are responsive and work across multiple devices

3. **Evaluate and Improve Existing Products**
    d. Conduct UX/UI audits of our existing products, identifying opportunities for improvement in usability, accessibility, and design consistency.
    e. Propose and implement design enhancements to optimize the user experience and meet modern design standards.
    f. Use user feedback to iterate and improve interfaces over time.

4. **Collaborate with Content Development and Engineering Teams**
    a. Work closely with the content development team to translate their requirements into functional and engaging user interfaces.
    b. Communicate design ideas clearly through wireframes, prototypes, and visual mock-ups, ensuring all stakeholders are aligned.
    c. Collaborate with engineers to ensure smooth handoff and accurate implementation of your designs.

5. **Create and Maintain Design Systems**
    a. Develop and maintain a consistent design system and component library to ensure a unified look and feel across all products.
    b. Ensure designs adhere to brand guidelines and accessibility standards (e.g., WCAG compliance).
    c. Regularly update the design system as the product evolves.

6. **Stay Up to Date with Industry Trends**
    a. Keep up with the latest UX/UI trends, design tools, and best practices, ensuring that our products remain competitive and user-friendly.
    b. Continuously seek ways to improve design processes and introduce innovative design solutions.

Person Specification:
Key Attributes (E-Essential, D-Desirable, P-Potential)

Qualifications
Proven experience as a UX/UI Designer, with a strong portfolio showcasing work.

Knowledge / experience
1. Minimum 2-years' experience as UX / UI Engineer or similar role (E)
2. HTML (E)
3. CSS (E)
4. JavaScript (E)
5. User interface design (E)
6. Wireframing (E)
7. Prototyping (E)
8. Web accessibility (E)
9. Angular framework (D)
10. GIT(D)

Skills
1. Ability to work on own initiative
2. Ability and commitment to work as part of a team and across teams
3. Ability to work under pressure and to deadlines
4. Ability to listen and interpret customer needs
5. Commitment to relevant continuing professional development
6. Attention to detail
7. Ability to manage varied workload