

Lead UI/UX Designer

Witworks is a modern-day consumer technology company that makes smart devices in the home and lifestyle space. We are a team of designers, developers & engineers who love molding atoms & pixels to create devices that have the ability to become ubiquitous, and solve everyday user problems. We also believe that every interaction with our devices in the material or the digital world must be intuitive and delightful.

For our first connected device, we are reimagining how we interact with a wrist wearable. Traditionally, time was the most important information we sought on the go, but this has long changed since smartphones came into being. We believe it is time to transform the wrist into a home for the most essential information we seek, but not by miniaturizing smart phones.

We have thus developed a new paradigm for content and interactions on a wrist wearable and are building our own Wearable OS & Device to bring this to life. Our intent is to create the next most personal device and to be on millions of wrists in the years to come.

As the **Lead UI/UX Designer at Witworks**, you will get to imagine and define the unique human interface for our Wearable OS and design every interaction for its Native Applications. You will also help create a uniform design language that will extend across our Wearable OS & its Companion Web & Mobile Applications.

Key Responsibilities:

- Define the various components of the human interface of our connected devices, starting with our Wearable OS based on new and existing features.
- Create design flows and experiences that are intuitive and delightful.
- Develop detailed storyboards, mockups, & prototypes to effectively communicate interaction and design ideas.
- Create a design language and identity for our products.
- Collaborate with designers and engineers to realize the UX into the product.
- Evaluate the usability of the created interfaces and iteratively improve them
- Document the design principles and engage with the developer community for helping build apps that run our Wearable platform.

Requirements:

- Highly proficient with designing & prototyping tools like Photoshop, Illustrator etc.
- Excellent visual design knowledge and ability to translate designs into high quality wireframes, mockups & prototypes
- Demonstrated experience in UI/UX design for a mobile/Web application
- HTML knowledge, CSS and JavaScript knowledge (preferable)
- Excellent communication skills



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If you think you can take up the challenge of creating a design framework for an OS or if you feel a rush of uncomfortable excitement in building a platform that will be used by thousands of users & developers in the future, then this is the role for you.

Contact us with your portfolio at:

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