



Strawberry Fields Interactive INC. is looking for a full-time Senior UX Designer

Project Title: Aeksia

Genre: virtual reality (VR) platform for Tabletop RPG

WHAT IS AEKSIA?

Aeksia is where the tabletop experience and social interaction seamlessly blend. A place where role-playing game (RPG) enthusiasts can call home and meet to create, play and watch tabletop RPG campaigns in VR. This is RPG storytelling taken to the next level.

YOUR ROLE

We are looking for an experienced UX Designer to research and develop all the user experience aspects of Aeksia. You will lead the product design for Aeksia and set up the practice discipline to support the future growth of your design team.

As a Senior UX Designer at Aeksia you you are experienced in customer research and generating actionable product insights from the data gathered. You know how to work with both product managers and technical leads to define product features that align with our customer's behaviors, triggers and needs.

Responsibilities:

- Designing usable, accessible, and engaging user experiences for AR/AR applications based on research and best practices;
- Plan and conduct user research, synthesize results and extract insights into feature hypotheses and user requirements;
- Rapid creation of working prototypes or mockups for demonstration;
- Gather requirements and implement them in design artifacts (e.g. storyboards, sketches, flowcharts, etc) at a variety of fidelities;
- Participating in defining and driving strategic direction from a user experience perspective;
- Working with Product Owners in the creation of clear acceptance criteria to ensure that all feature requirements for the engineering team are understood;

Experience:

- 4+ years of experience researching and designing user experience for video games, and/or VR/AR applications;
- Startup experience or mentality is a plus. Ability to jump in where needed and expand the role;
- Demonstrable experience designing a VR/AR application in the marketplace.
- An amazing portfolio that demonstrates the use of creative and novel solutions to solve complex problems
- Strong verbal and written communication skills and previous experience leading people;
- A strong advocate for collaboration and interdisciplinary problem-solving;
- Able to synthesize and communicate the outcomes of collaborative sessions with team and users;
- Ability to communicate complex issues and solutions to a wide range of audiences;
- Highly committed to excellence; constantly looks for ways to raise the bar in order to achieve excellence in all areas;

Other Skills:

- Have experience working with Agile or Scrum software development methodologies;
- Visual design skills and experience;
- Bonus points for tabletop RPG players.