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| **Position title** | | | **UI/UX Designer** | |
| **Team/Group** | | | Products and Services, Centre of Excellence | |
| **Work level** | | | 3 | |
| **Position reporting to** | | | Business Improvement Program Manager | |
| **Employment Type** | | | 1.0 FTE (fixed term until July 2022) | |
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| **Vision, mission and values** |  | Beyond Blue’s vision is that all people in Australia achieve their best possible mental health. Our mission is to promote good mental health. We create change to protect everyone’s mental health and improve the lives of individuals, families and communities affected by anxiety, depression and suicide.  Beyond Blues values are **Collaboration, Respect, Enthusiasm, Excellence, Innovation and Integrity.** | | |
| **Position purpose** |  | This role will report to the Digital Lead and work closely with Product Managers, Producers and a variety of business stakeholders to improve the user experience and interfaces of existing and new mobile and web products.  The designer will lead a user centred approach to solution development, informed by community needs, insight, data, research, analysis, and strategy.  With clear rationale, the designer will take concepts through all stages of design, oversee delivery and then support ongoing iteration and continuous improvement.  You’ll lead workshops, facilitate research, contribute to requirements and develop wireframes and prototypes to communicate your ideas.  You’ll have experience designing and articulating UI and functional changes and experience collaborating with content and technical teams through all phases of design and delivery.  Given this is a new role for Beyond Blue and this person will play a key role in establishing an inhouse UI/UX capability and helping embed a community centric design approach. | | |
| **Role dimensions** |  | **Direct Reports** | | Nil |
| **Overall team** | | Beyond Blue Digital Lead, Product Managers, Producer, Business Analyst |
| **Financial Delegation** | | As per the Delegation of Authority Policy |
| **Key accountabilities** |  | * Contribute to the development of the UX and Design strategy + roadmaps for multiple web and mobile products and audiences * Development of digital design guidelines and pattern libraries * Planning, design and facilitation of user research, testing and concept validation * Competitor benchmarking and research * Interpretation of data and qualitative feedback * Storyboards, wireframe, user flow, low/high fidelity prototype creation * Design of UI patterns, components and elements (and working with delivery teams on the seamless delivery) * Identification of current state UX problems through to solution planning * Contribution to IA, template and componentry development and iteration * Adherence and input to brand and design standards * Guidance and instruction to delivery teams * Stakeholder Management (internal and external) * Collaborative working with team members to achieve objectives | | |
| **Key behaviours** |  | Build and maintain effective relationships with internal and external stakeholders to ensure clear communication and workflows  Communicate openly and transparently, following risk management escalation processes as necessary  Work collaboratively with all team members and other teams within Beyond Blue to achieve overall objectives  Leadership of a best practice and human centred design approach | | |
| **Qualifications and key selection criteria** |  | Requirements:  Technical:   * Portfolio demonstrating across responsive web apps and mobile * UX + UI experience – 4 years+ (mobile and web) * Proven work experience in a similar role * Strong user experience, customer experience, human-centred and user interface design background * Excellent understanding of interaction design, usability and the principles of accessible and inclusive design * Strong wireframe, low/high fidelity prototype development experience * Experience in web pattern development * Experience planning and executing community/user led design projects (and in particular co-design experience) * Excellent knowledge of design software, wireframe and prototyping tools * Experience establishing a UX/UI design capability within an organisation * Broad digital knowledge across content, CMS, accessibility, SEO and web technologies * Experience in A/B testing * Experience working with personalised content structures * Some familiarity with Google Analytics, HTML5 and CSS * Atlassian (Jira, Confluence, Trello) experience * Agile experience   Other:   * Willingness to commit to and work in line with the Beyond Blue Values * Problem solving * Excellent time management skills * Ability to prioritize and manage several milestones and projects efficiently * Communication skills and ability to articulate designs and rationale | | |
| **Additional information** |  | **Health, safety and wellbeing**  Beyond Blue is committed to ensuring the physical and psychological health and safety of all employees, contractors and other people involved in our business activities. Our people are expected to comply with our Health, Safety and Wellbeing policy  **Pre-existing injury**  The person appointed to this position will be required to disclose any pre-existing injuries or disease that might be affected by employment in this position. This will assist the organisation in providing a safe work environment for staff.  **Equal opportunity**  Beyond Blue is an equal opportunity employer. All staff have a responsibility to be familiar with and adhere to the organisation’s policies and procedures.  **Cultural competency**  Beyond Blue strives to maintain a culturally competent and inclusive workplace. All staff are expected to undergo regular cultural competence training as part of their professional development plans.  **Employment is subject to:**  • A current Police Record Check  • Proof of the right to work in Australia | | |
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