

# User Experience Designer

<http://oben.me/careers/current-openings/user-experience-designer/>

## About Oben:

Oben is a stealth-mode investor-backed fast-growing technology company based out of [IdeaLab](#) in Pasadena, CA. **Oben is in the process of building human interfaces for Artificial Intelligence and beyond.**

[Here](#) is more information about Oben.

Know more about Oben incentives [here](#).

## WHAT YOU'LL BE DOING

We are looking for a user experience designer with strong interests and capabilities in the design and development of engaging user interfaces and experiences. The ideal candidate will thrive in a work environment that requires strong problem solving skills and independent self-direction, coupled with an aptitude for team collaboration and open communication. This individual excels at providing both highly analytical as well as highly creative ideas to a design engagement. The candidate will also have extensive experience in a fast-paced and innovative development environment. A thorough understanding of contemporary user-centered design methodologies is a must.

- Executing interaction design and visual design as a part of a multi-disciplinary team
- Collaborating on user experience planning with a lead experience architect
- Researching interaction design trends
- Researching technology trends
- Performing other duties as assigned

## ROLE REQUIREMENTS

- Tangible user experience design experience for software, Web applications which leverage emergent technologies, consumer electronics and/or mobile devices
- Strong conceptualization ability, strong visual communication ability, drawing skills and sketchbook technique
- Exceptional design skills, production value and attention to detail
- Ability to create wireframes as well as visual design comps on the fly
- Strong working knowledge of Photoshop, Illustrator, InDesign, Fireworks and associated design tools
- Experience with user interface design patterns and standard UCD methodologies
- Strong written and verbal communication skills

# ADDITIONAL

- 3D modeling, VR/AR development, After Effects, rendering and animation
- Strong working knowledge of HTML, CSS, Rails, JavaScript/JQuery, ObjectiveC (iOS), C++ (Android) a plus
- Motion graphics design and production
- Video and sound editing
- Bachelor's or Master's degree in interaction design, new media design or related design field
- Portfolio to accompany resume
- Background check and reference checks required upon hire
- Location: Pasadena
- Full-time / Part-time / Internship

## **Interview process:**

- Phone interview
- In-person interviews at [IdeaLab](#)
- Sample project

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