

We are a design company:



Corporation Pop

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Corporation Pop is a limited company
registered in England & Wales

Company number: 4869229
VAT number: 533 8932 26

Job Description

Interaction Designer. Salary: 35 – 40k*

Corporation Pop is an award-winning digital innovation agency. We deliver strategic, thoughtful and innovative design and technology solutions that respond to user needs. We are well known for our work in immersive technologies and recently were listed by Clutch, the international and impartial review site, as one of the top 15 mobile app development companies in the UK. In everything we do we aim for innovation and originality. In everything we deliver we promise reliability and effectiveness. We value creativity and encourage experimentation.

It is for these reasons that companies like Future PLC, Channel 4, the BBC, the NHS and Live Nation choose to work with us to deliver exciting and often ground-breaking projects across a range of media and devices.

The role:

This is an exciting opportunity for an ambitious Interaction Designer to join our highly experienced team and work on a wide range of high-profile projects, across mobile, web and desktop including AR and VR technology. The ideal candidate will have a passion for great design and a proven ability to translate user-needs into both beautiful and functional interactive systems. You will work hand-in-hand with our existing design and development team to keep projects focused on user-needs with an emphasis on design excellence throughout the product lifecycle, demonstrating the value of this work to our clients.

It is essential that you have:

- a thorough understanding of user-centred design
- proven ability to interpret user requirements
- ability to produce exceptionally high standard UI and visually striking designs
- experience in application design for both iOS and Android platforms
- an adaptive mind-set when it comes to design rollout and userflow execution
- an ability to communicate ideas and concepts using fast production low-fidelity wireframes and sketches
- a deep seated passion for design and a meticulous pixel-perfect approach to your work
- bags of initiative and are an enthusiastic self-starter with a *can do* attitude
- expert knowledge of industry standard tools such as: Adobe CC, Sketch and Zeplin

It is highly desirable if you have:

- 3 years+ commercial experience in a UX or interaction design role
- experience working with personas, user journey mapping and building Agile, story-based requirements
- strong knowledge of UX design patterns and user paradigms
- experience of managing UX roadmaps to enable ongoing, incremental improvement
- have the ability to produce high-fidelity interactive click-through prototypes
- an understanding of accessibility / usability standards
- experience of running discovery workshops and user testing sessions
- a pragmatic approach to balancing user-needs with client expectations and project budgets

In return we will provide:

- a great working studio environment (with roof terrace) in Manchester's Northern Quarter
- a friendly, supportive and highly experienced team
- 35 hour flexi-time working week
- flexible 'work anywhere' approach
- up to 30 days holiday plus bank holidays
- ride-to-work, profit-share and referral bonus schemes

Please send your CV (with links to recent projects) and covering letter explaining why you're right for this job to jobs@corporationpop.co.uk. We are keen to appoint to this position as soon as possible and will close applications as soon as we see a CV that excites us.

For more information about Corporation Pop go to www.corporationpop.co.uk

* dependent on experience