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Senior UI/UX Designer

About Bright Ascension

We are a fast growing, innovative company changing the way that software is developed in the space industry. With customers across the world, ranging from universities and space agencies, to commercial organisations and start-ups, our core technologies enable our customers to develop and operate space-based systems and services faster, cheaper and more reliably. Innovation is at the heart of what we do and it is our team which drives that innovation; this is reflected in our commitment to employee ownership, which gives all of us a voice, and a stake, in our current and future success. With offices in Dundee, Edinburgh and Bristol we now have over 40 members of staff and plans to expand to a team of around 50 over the next 12 months. We are at a very exciting time in our ambitious growth plans and have fantastic opportunities for talented individuals to join our team.

Job summary

We are looking for a Senior UI/UX Designer who can help us design and deliver industry-leading aerospace products as we aim to become the go-to provider for satellite, mission control and earth observation software.

The ideal candidate should be experienced in designing technical web-based products, strong in user interface design and with experience in helping to introduce user research/testing alongside the reality of day-to-day product commitments in a fast-paced start-up environment.

On top of exposure to complex products, we need someone who is a great communicator, who can be proactive and manage their own workload, who has experience using design as a means to bring different stakeholders together, and who appreciates the need to balance pragmatism and ambition in a startup environment.

This is an opportunity to help shape a growing, rapidly-changing startup in an exciting sector, with lots of complex challenges to get involved in and smart, nice people to work with!

We see this role as being full time, although this is negotiable. Ideally, we would like this role to be based in Edinburgh, to allow for regular interaction with the teams responsible for product management, software development, sales and marketing.

As a member of our team your key responsibilities would be:

- Collaborate with product manager and engineers to define product requirements and ensure seamless implementation of design solutions.
- Create wireframes, prototypes, user flows, and design mock-ups to communicate design concepts and interactions effectively.
- Iterate on designs based on feedback, to continuously improve the user experience.

- Build upon, iterate and collaborate on existing wireframes or products, to further develop end-product mock-ups and prototypes in Figma.
- Design and build out reusable UI components and design patterns within a shared library (design system) in Figma.
- Develop and curate UI guidelines/documentation to be used as a reference for a design system toolkit.
- Help to introduce a user-centred design process over time - proving the value of user research, usability testing and data analysis within the constraints of existing product commitments.
- Effectively communicate your designs to the product team and stakeholders.
- Stay current with industry trends, best practices, and emerging technologies in UX/UI design.

Essential skills and experience

We see experience with the following as essential to the job:

- Experience as a UI/UX Designer, Product Designer, or similar role, with a strong portfolio showcasing your design process and projects.
- Experienced in ideation/conceptualisation and creation of UI/Product design deliverables: Such as lo-fi, hi-fi layouts, and prototypes.
- Strong knowledge of UI & Interaction design principles.
- Strong typography, layout, and visual design skills.
- Expert knowledge of Figma, including working with Auto-layout, Component properties, and variables, to developing robust, reusable UI components, and patterns.
- Experience with user research methods, usability testing, and data-driven design.
- Experience designing complex web-based applications.
- Experience creating & maintaining design systems.
- Experience working with front-end engineers to aid facilitation of implementation, and review/QA prior to release.

Personal skills

- Strong communication and collaboration skills, with the ability to articulate and defend design decisions.
- Experience working and communicating with multiple technical stakeholders.
- Experience working in/with startups, or fast-paced environments with high degrees of change and uncertainty.
- Experience introducing design and research processes into technical businesses over time, articulating the benefits and being pragmatic and patient in the process.
- Experience working as an individual design contributor - can act autonomously to solve

complex problems, managing and prioritising own time and tasks to deliver the best outcomes under any constraints.

- A willingness to step outside the design comfort zone to help the business move forward, sometimes compromising in the short-term to move forward but championing the benefits of process improvements over the long-term.
- Experience collaborating with diverse groups to aid facilitation of implementation.
- Is comfortable with ambiguity and have the confidence to make decisions when/if required.
- Is comfortable with failure and embracing an iterative design process as we receive feedback from users, and stakeholders.
- A desire to make a strong contribution to the business, financially but also in terms of team culture and values. You enjoy making an impact and shaping how businesses operates.
- A sense of curiosity, who is interested in learning new skills and is open to new ideas and ways of working.

Desirable skills and experience

We think that the following skills would definitely be valuable in this role:

- Knowledge of, or exposure to, space systems in either a commercial or academic context.
- Commuting distance of our office in central Edinburgh, and a willingness to attend occasional workshops and meetings in-person.
- A basic level of technical awareness in either data, front-end technologies or hardware.

What we can offer you

- A competitive salary in the range of £50k-£60k depending on experience, with regular reviews.
- A fantastic opportunity to join a growing, innovative, employee-centred business pushing boundaries in the space industry.
- Flexible hours and hybrid working, enabling you to create your ideal work life balance.
- 36 days paid holiday per annum.
- 6% employer pension contribution.
- Enhanced Company Sick Pay and Long-Term Sickness cover.
- Death in Service payment.
- As a member of the Bright Ascension team you would have a stake in the business through our Employee Benefit Trust which owns 13% of our business.
- Enhanced maternity, paternity and adoption pay.
- Opportunities for international travel for exhibitions and trade shows.
- Investment in you and your skill development and the opportunity to attend relevant events and conferences to aid career / skill development.
- Company events and regular activities for social engagement and team building.

- An open, supportive, inclusive environment where you can explore your ideas and make a big difference to the product and business.

To apply please send your CV along with a Cover Letter to
careers@brightascension.com

All applicants should have the right to work in the UK.

Read more: **www.brightascension.com**