Job Description

UX/UI DESIGNER

FANS Entertainment's mission is to optimize the fan experience at live events. With rapidly expanding offices in Montreal, we've assembled a highly diverse team of hard-working, talented, and energetic staff that obliterates the boundaries between live entertainment and disruptive technologies. While we come from different backgrounds, we count on our people to bring their passion for entertainment and sports to the office every day in order to develop creative solutions for our clients and their fans. Our vision and our imagination are limitless.

Our clients consist of professional sports teams, major entertainment venues, and artists and entertainers alike. These clients rely on FANS Entertainment for industry and operational knowledge, an in-depth understanding of fan experiences and behaviours, and an integrated approach to technology. FANS Entertainment is all about understanding the fans and making people's experience better.

We are simply fans ourselves. We live for championship games, the "encore", and spending a night with our 20,000 best friends in anticipation of the next big moment. FANS wanted.

WHAT THE JOB IS…

Fans Entertainment is looking for a UX/UI Designer that will thrive in a fast-paced and innovative environment. The candidate will require independent self-direction and passion for excellence, coupled with an aptitude for team collaboration. This individual will be expected to excel at providing both highly analytical as well as highly creative ideas to design user engagement. Responsibilities include:

- Work closely with the Product Director, the Technical Director and the Development Team to propose new solutions to complex user-centered design problems
- Create compelling user interfaces and contribute to the development process to ensure a consistent and intuitive user experience across multiple platforms - with the highest standards of aesthetics
- Translate product team ideas into functional requirements, wireframes, prototypes and interactive mockups. Iterate continually and rapidly within prescribed deadlines
- Define clear application workflow and specific screens for development team
- Outline heuristic evaluations and other usability testing activities
- Work with standards/best practices for interface usability and actively responding to usability testing and consumer feedback
- Work closely with all teams to ensure functionality is implemented as per wireframes, mockups and design documents

WHAT WE ARE OFFERING...

Aside from the obvious stuff like competitive pay, social benefits, and internal enhancement, we offer a dynamic start up work environment, and the opportunity to get in on the ground floor for the next big thing in live entertainment. This is a full time position based in Montreal.

EXPERIENCE AND QUALIFICATIONS

- 3+ years of relevant experience in UX/UI design in developing mobile applications for phones or tablets on iOS/Android
- Work experience with UX/UI design in complex environments – with wireframing, prototyping, mockup designs experience
- Strong knowledge/proficiency with the Adobe Creative Suite as well as expertise: Sketch 3, Axure, Balsamiq, Sketch, Flinto
- Strong presentation skills and ability to pitch interactive design ideas and concepts – both internal and external clients
- Rapidly produce high quality designs or presentations of your ideas
- Fluency in best practices for iOS and Android architecture and design, as well as strong knowledge of usability principles, testing and techniques
- Bachelor's degree in Art/Graphic Design, Computer Science or Human/Computer Interaction (or equivalent professional degree)
- You have a diverse portfolio of UX/UI/Design – with evidence of attention to detail. Portfolio to accompany resume
- Comfortable in context switching and handles a high volume of work and pressure in a start up environment
- Bilingual (English and French) with strong written and verbal communication skills
- Knowledge of common software project management practices in an Agile approach
- Knowledge of programming languages and common software development lifecycles

ADDITIONAL REQUIREMENTS

- Some travel may be required
- Background check and reference checks may be required upon hire

We thank all applicants however only those individuals chosen will be contacted.