



UX Designer Intern

Address: 10845 N. Buntrock Ave., Mequon, WI 53092

Department: Enterprise Architecture

Supervisor: Mohamed ElBendary

262-238-8088, Ext. 1096

melbendary@fast-soft.com

Wage and Hours:

\$14 / hour

12 – 24 hours / week

Work Schedule

Work to be performed Monday – Friday during the hours of 7:30 a.m. – 6:00 p.m.

Specific schedule to be mutually agreed upon between Supervisor and Intern

Position Synopsis: The UX Designer intern will gain exposure to FasTrak’s UX Design process through direct hands-on involvement in technology research, design of system-user interaction flows based on user goals, User Interface (UI) design, development of low-fi and hi-fi mockups and prototypes, and participation in requirements modeling in a modern agile software development environment.

Essential Functions:

- Design user interfaces for web, tablet, and mobile experiences
- Mock up new user experiences, build wireframes, and effectively communicate thought processes using tools (e.g. Balsamiq, UXPin, etc.)
- Produce design documentation and UX-related development assets
- Research and follow UX emerging patterns, technologies, and thinking
- Work with existing applications and determine viable updates for user experience design
- Collaborate with Marketing, Product Managers, Software Developers, and Project Managers to develop user experiences that meet business objectives

Qualifications:

- Currently enrolled in an undergraduate or graduate program with a User Experience (UX) Design or Human-Computer Interaction (HCI) focus, or related field (e.g. Management Information Systems (MIS), Computer Science (CS), Information Studies (IS), etc.)
- Self-motivated learner with a passion for design and appreciation of quality experiences
- Excellent verbal and written communication
- Creative, adaptive, curious, self-learner, motivated to grow personally and professionally
- Enjoys teamwork with technical and non-technical team members
- Knowledge of user-centered UX/UI design fundamentals, standards, and patterns

Internship Program Goals:

Technical Skills

- Intern will be able to apply skills, knowledge, and experiences to future work.
 1. Intern will acquire production-quality work experience in an advanced line-of-business software development environment. The assignments involve working on UX designs of a multi-channel (web, mobile, and integrations) software platform serving the asset maintenance management market.
 2. Intern will acquire development process experience within FasTrak's agile development process. The assignments involve high interaction and collaboration within a cross-functional team in a fast-paced environment where code is pushed for deployment on a weekly basis.
 3. Intern will acquire advanced training on domain modeling, UX Design, and tools. The assignments involve training and mentorship on consuming requirements artifacts for UX Design, producing and communicating designs verbally and visually using Balsamiq and UXPin mockups, and UX design documentation for hand-off to development team.

Effective Communication Skills

- Intern will be able to meaningfully articulate how experiences outside of the formal classroom deepens their understanding of fields of study and broadens their points of view.

Teamwork and Interpersonal Skills

- Intern will be able to adjust to different working styles of others.

Critical and Creative Thinking Skills

- Intern will be able to adapt and apply skills, abilities, theories, or methodologies gained in one situation to new situations to solve difficult problems or explore complex issues in original ways.