



Truematter job description

Interactive Designer

Overview

An Interactive Designer creates all online visual design for Web sites, Intranets, Web applications and mobile devices. Interactive Designers effectively communicate and coordinate with the information architect, site developer, copy writer, and usability professional to ensure that visual design communicates properly, fulfills the goals of the creative brief, follows usability imperatives, and allows properly for interface functionality according to technical specifications. In short, Interactive Designers take creative responsibility for projects.

Required Qualities/Skills

An *Interactive Designer* must possess the following qualities:

- Ability to create superior, original designs for the Web and online media.
 - Possesses demonstrable interactive design talent.
 - Understand the principles of Information Architecture and online usability.
- Familiarity with the constraints involved in designing for the Web.
 - A general understanding of HTML, Browser compatibility, CSS, XML, etc. are desired.
- Strong proficiency/expertise in:
 - Photoshop
 - Illustrator
 - InDesign
 - Flash (desired)
- Solid understanding of client deliverables, and the ability to take responsibility for them.
- Has demonstrated successful delivery of projects on time and within budget.
- Ability to communicate and work within a team.
- Insatiable curiosity and passion for interactive design and the Web in general.

- Willing to quickly learn new tools.
- Online portfolio.

Responsibilities

- Create stellar, intuitive, useful visual design solutions, working from a creative brief through conceptual design and design production.
- Communicate with clients to understand their goals and sell the resulting design solution.
- Communicate with the project team throughout all stages of design.
- Work within a process and keeps all work organized according to shop standards.
- Provides estimates of visual design work for projects.
- Focus on increasing skills and knowledge.
- Contribute to and support a development team in the fulfillment of multiple ongoing projects.
- Meet all project deadlines without exception.

Education

BA degree in graphic design or related field. Graduate work in graphic design or HCI helpful but not required.

Experience

At least four years experience as an interactive graphic designer. If you don't have this level of experience, your work must make us spontaneously weep for joy.

Evaluation Criteria

Applicants will be evaluated based on experience, **online portfolio**, interview and references.

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