



Job Title: Senior Visual Designer

Work Schedule: We cannot guarantee a specific number of work hours per week. Your work schedule can be flexible, as long as you meet all job responsibilities and attend regular virtual meetings as needed during normal business hours.

Job Classification: Non-Exempt

Primary Location: Remote Position

About Tangible:

We are a Customer Experience (CX) research, strategy and design firm. We help Fortune 500 and emerging brands design, build, sell and support products and services that people want to use.

Visual Designer Responsibilities:

Tangible's Senior Visual Designers are experienced, multidisciplinary visual storytellers who leverage industry best practices to create groundbreaking and results-driven products, services, and experiences using expertise in UX, product, visual, motion, and brand design. From concept and iteration to deployment, Senior Visual Designers work closely with stakeholders and other team members to ensure the end product is focused on the primary business objectives, customer-centric, on-brand, and pixel perfect.

Responsibilities include:

- Taking a project from client introduction to asset delivery and/or participating at any stage of the process
 - Creating print, motion, and digital experiences including responsive web design, native applications, and image optimization
- Providing direction and leadership to fellow designers on both the client and agency sides
- Scoping design phases of projects accurately and efficiently
- Working directly with clients, building relationships, understanding client vision/direction, and exhibiting the ability to effectively communicate and present work to executive-level internal or client stakeholders
- Creating, iterating upon, and communicating complex workflows through sets of wireframes at various levels of fidelity
- Working within clients' existing brand, design, and component libraries/systems as well as creating, organizing, documenting, and delivering original libraries or systems
- Providing approved layout comps, accurate specifications, clear annotations, and optimized assets to developers
- Product QA/testing of developed works



- Creating, evolving, and refining the Tangible brand across touchpoints supporting the HR, sales, and marketing teams
- Producing functional and compelling presentations for key client pitches
- Brand designing including logo and identity systems across common/uncommon touchpoints
- Staying current with industry best practices and understanding how to correctly apply them
- Reviewing other design work and offering constructive feedback

Skills & Abilities:

- Strong, proven knowledge and understanding of visual design principles, user-centered experience design, interaction design, brand development, and the creative process
- Advanced understanding of UX and ability to create, iterate upon, and communicate complex workflows
- Expert ability to create original vector-based illustrations, logos, icons, and infographics
- Deep understanding of photography, retouching, and creation of image composites
- Advanced understanding of layout, typography, and color
- Ability to design complex data visualizations and other forms of information design
- Ability to understand and become an expert in any given business sector
- Skillset must include use/knowledge of design software such as Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Figma, Microsoft Office, and Google apps
- Strong collaboration skills – works effectively as part of a virtual team or in person
- Self-starter who can work independently without a lot of supervision
- Strategic thinker and problem solver who can identify opportunities for improvement in design – asking questions, researching, and implementing solutions
- Can prioritize concurrent projects and manage time effectively
- Works well under pressure and time constraints
- Thorough, organized, and a quick learner
- Can provide and receive constructive criticism, and make changes based on feedback
- Ability to keep sensitive client and agency information confidential at all times

Experience: Must have at least 5-7 years' experience as a visual designer

Education: Bachelor's degree in a design-related field or equivalent experience in the industry

Essential Mental/Physical Functions:



- Sit or stand for extended periods of time using a computer or phone
- Work alone or with others in an office environment or virtually
- Travel may be requested or required based on client needs

Required Equipment/Software:

- Tangible provides licenses for the following, as needed:
 - Adobe Creative Cloud design applications (including Photoshop, InDesign, Illustrator, Adobe XD)
 - Prototyping tools such as Figma
 - Google Workspace (email, Files, Docs, Sheets, Slides)
 - Harvest time-tracking software
 - Slack, Teamwork, or other team collaboration software
 - Microsoft Office (Word, Excel, and PowerPoint)
 - Apple Keynote
- Personal equipment (computer, phone, other e.g. tablet) is provided by each employee. Tangible provides a small monthly stipend to support personal devices and internet costs. Some client engagements will require the installation of key VPN and/or other software.

We believe in equity in the workplace.

Tangible is committed to telling diverse stories, reflecting our diverse audiences, and drawing from diverse experiences and perspectives. Tangible is an equal opportunity employer and values equity and inclusion.

If this sounds like you and you are interested, we'd love to hear from you! Please send jobs@tangible-ux.com the following:

- A resume and cover letter
- 3 references (we will not contact them unless you've given us permission to do so)