



UI/UX Designer

WellRight is a leading provider of corporate wellness software, used by organizations to improve the health of their employees. Our mission is to change people for good through positive habit formation.

We are seeking a part-time, project-based UI/UX Designer who can redesign our native iOS and Android apps and help with some web-focused initiatives as well. As our design needs grow, this may include the opportunity to move to a full-time position.

Core Responsibilities

- Audit current app experience to identify issues and propose improvements
- Create a pattern library and style guide for our iOS and Android apps, including supporting documentation
- Collaborate with Product and Development teams on upcoming initiatives to determine the best solutions for our users
- Create user flow diagrams, wireframes, prototypes, user interface designs and detailed specifications of final designs

Experience & Skills

- 4+ years experience designing for web and/or mobile applications -- native app design experience a must
- Familiarity in designing across multiple screen sizes and devices
- Proficient in Adobe XD, Sketch, Figma or other design tool
- Expertise in user-centered design methods and best practices
- Technical understanding and ability to work closely with developers, including creation of asset libraries or other deliverables
- Familiarity working in an agile environment and creating iterative designs
- Excellent and effective communication skills
- Bonus: Experience conducting user research and the ability to know which method to use at which point

WellRight is based in Chicago, but due to COVID, we're currently 100% remote. The ideal candidate lives in Chicago as well, but this is not required.

Each candidate must provide a portfolio or examples of work in order to apply.

WellRight is committed to a diverse, equitable, and inclusive workplace. We welcome people of all backgrounds, experiences, abilities and perspectives. We encourage women and underrepresented groups to apply.