UI Designer at gohenry

Job description: UI designer
Company: gohenry
Location: Angel, London
Reporting to: Head of Product & Design
Start date: flexible
Position: full time
Salary: depends on experience
Experience: 3-5 years as a UI designer
Website: www.gohenry.co.uk

The company

Gohenry was founded by parents as a pocket money app for children linked to a Visa debit card. It has since gone on to become the leader in the UK market with over 500,000 active parents and children.

It's mission is to make 'millions of kids good with money'. The product is built around core money pillars of 'Earning, Spending, Saving and Giving'. Aligned to this mission, the gohenry product vision is to make a 'smart money app that grows with you' empowering kids to learn by doing.

The business has 4 locations, Lymington is the base of the operations team with a small office. We have a dedicated member services team of around 50 people in Farnborough, Hampshire. The main management team is based in Angel, London where there are another 50 people across, product, development, data, marketing and finance. We also have an outpost in Toronto where our US operation is run from.

About the role

You are all about the details, you have an exceptional eye for layout, typography, colour balance and a good understanding of mobile design patterns. With a general bias towards mobile design you'll also be comfortable preparing responsive designs and crafting iconography. You'll have the opportunity to play a vital role in continuing to develop the gohenry's visual identity across all platforms and shape the UI of the product. You will work as part of the product team to improve our sign up process and core product features, continuously iterating the design in an agile way.

You will work alongside designers, product managers and marketers, and work closely with our developers to aid implementation of the designed user interface to ensure its quality.

The opportunity

In 2018 we have been updating our brand and are poised to make considerable improvements to our product in 2019. We are expanding into the USA having launched there earlier this year, this growth will accelerate in 2019.

Right now our product team is small and consists of a Product director, Product lead, UX lead and 2 UI designers. We are looking to increase our UX and research capacity and those who choose to join us will have an opportunity to be part of direction we take.

Key Responsibilities

- Work in partnership with the UI design lead, UX designers and product owners.

- Your initial primary focus will be on our sign up and onboarding journey from the website through to the first use of the app. You will also work across areas of our core product money pillars; Earning, Saving, Spending and Giving.

- You will apply your skills across our website, mobile and web apps to create a cohesive product experiences. There is a lot of scope for variety and creativity.

- You will be expected to bring the brand to life with original, intuitive and engaging user interface mockups - taking a user centric approach to your work.

- Ensuring you stay abreast of digital & consumer trends, enabling you to generate ideas to help improve our core product.

Skills & Qualifications

- An outstanding portfolio that includes user centred mobile and web-app work that demonstrates creative thinking, attention to details, elegant and up to date design solutions.

- Bachelor's degree in design or equivalent work experience in UI, visual communication or Interaction design.

- Expert level skills in Sketch, Photoshop and Illustrator. Animation and illustration skills would be highly advantageous.

- Used to designing with development in mind (front-end coding skills would be a bonus but not a requirement), excellent at translating your ideas into practical

  development and roll out – with an understanding of the concepts and constraints of development and responsive design.

- Excellent communication skills and ability to work well in a team.

- Experience working in Agile or Lean product teams.

- Enjoy taking the initiative, being proactive, identify problems that may occur and look for ways to solve them, while being well organised, responsible and efficient.

- Experience working within a consumer business (ideally Fintech or e-commerce).

- Solid background in interaction design and experience working across responsive web and mobile apps.

- Ability to convey your ideas via strong written, verbal communication and presentation skills.

- Ability to manage projects along with a proven ability to multi-task, meet deadlines and thrive in a fast-paced environment, and react quickly to changes in direction.

Working at gohenry

- We're a purpose-driven, customer first organisation: we seek to deliver quality, delight our users, and we always put the needs of our community at the forefront
- gohenry's HQ is in central London (in Angel)
- We offer competitive compensation and flexible working (within reason)
- The environment offers independence, a collaborative workflow, and we give our employees a lot of freedom and ownership over their projects
- 25 days holiday
- Pension scheme
- Employee Perks from PerkBox including:
  - Free mobile phone insurance
  - A free Caffé Nero hot drink each month

- ○ Big brand discounts on major high street and supermarket shopping
  - ○ Discounted cinema tickets
  - ○ Exclusive pricing from Apple
  - ○ Loads of lifestyle perks from gym discounts, massages, insurance, spas, beauty and more
- Training opportunities to further develop your craft
- It's a perfect environment for people looking to join a fast growing, established start-up
- gohenry was founded and funded by parents to help the next generation gain confidence with managing money in a digital and cashless world