



## BCcampus Job Position: UX/AI 2019

Closes: August 11, 2019

The Lead User Experience Designer and Information Architect (UX/IA) is responsible for determining user requirements, designing interfaces, and testing the utility and usability of BCcampus software and websites.

The UX/IA reports to the Manager, DevOps and works with project managers, subject matter experts, visual designers, and software developers on software and website development teams. The UX/IA is responsible for aligning software products with BCcampus user needs.

### Position Outcomes:

- Facilitate discovery activities with project leaders, stakeholders, users, and audiences in order to understand project goals and expected outcomes, define business processes, gather requirements, and reveal insights
- Document and communicate requirements-gathering findings to project stakeholders and development teams with in-person presentations and written documentation such as personas, journey maps, and user stories
- Develop software and website specifications in the form of wireframes, site maps, and technical specifications to inform software development teams
- Assess software and websites for utility, usability, accessibility, and quality throughout the development lifecycle to ensure that products meet user requirements
- Research and investigate new and emerging user experience trends and make recommendations to keep BCcampus a technology and user-focused leader
- Lead, coordinate, and align user-centred design processes and activities to ensure that all BCcampus products are reflective of the organization's mandate and values
- Share and communicate the value of user-centered and universal design with BCcampus leadership, staff, and project stakeholders
- Foster a positive, supportive, and strong team culture within and among BCcampus employees, project stakeholders, and external project contractors
- Establish strong, positive, productive relationships and collaborate with colleagues, external contractors, and clients to cultivate high-functioning software development teams that meet project goals and objectives
- Work with geographically distributed development teams and stakeholders
- Share knowledge openly and continually expand and update professional knowledge

## Education and subject matter expertise:

- Undergraduate degree in information design, library sciences, human-computer interaction, computer science, or an equivalent combination of post-secondary education and work experience
- Five years' experience in a user experience design / information architecture role, including:
  - Developing and writing user requirements-gathering and usability testing plans
  - Executing requirements-gathering and usability testing activities
  - Documenting and communicating UX/IA designs in artifacts such as wireframes, process maps, and mock-ups
- Experience leading, planning, and facilitating design and development projects and processes using techniques and toolsets such as Design Thinking and Liberating Structures
- Empathy for the needs of users and commitment to apply universal design principles
- Thorough understanding of and ability to design for contemporary software and website presentation platforms, media, and devices
- Experience working in cross-functional, team-based, iterative development environments such as Agile/Scrum
- Knowledge of and experience with current and emerging web development technologies, standards, and software, including but not limited to:
  - JavaScript, HTML, CSS
  - Web frameworks such as Angular, React, Node, and Vue
  - Mobile and responsive web design

## Competencies:

- Excellent ability to listen to, observe, and empathize with users
- Excellent meeting and group-activity planning, presentation, and facilitation skills
- Excellent ability to organize, prioritize, sequence, and complete tasks across many concurrent projects
- Excellent analytical skills, creativity, and resourcefulness
- Work effectively in the BC post-secondary system
- Work well under pressure, effectively meet deadlines, and build consensus through a team-based approach
- Energetic and resourceful

This is a full-time position. While our preference is for the candidate to work in our Victoria office, applications from qualified Vancouver-based candidates will be considered. Salary range: \$76,473 - \$84,369.

**To apply, please send resume and cover letter to [jobs@bccampus.ca](mailto:jobs@bccampus.ca)**

## BCcampus

At BCcampus our mandate is to provide teaching, learning, educational technology, and open education support to the post-secondary institutions of B.C. Ultimately, our goal is to improve student learning. Our operational methodology falls somewhere between a government agency and an agile start-up, ensuring we're consistently demonstrating our flexible, responsive approach to improving the teaching and learning landscape of B.C.

BCcampus acknowledges the Coast Salish People, Lkwungen, and W̱SÁNEĆ peoples, on whose traditional territories we are privileged to live, work, and play. Through our work we are learning to incorporate Indigenous epistemologies into our actions and understandings, supporting decolonization, reconciliation, and Indigenization to advocate systemic changes in the post-secondary environment of B.C.

We welcome applications from members of equity seeking groups.