

Job Class: Interface Designer
Job Title: Interface Designer I, II, III
Department: Software Engineering
Direct Report: No
Supervisor's Title: Software Development Team Lead
Job Summary: Employs User-Centered-Design (UCD) principles to define how DSI's products look, feel, and operate. Works collaboratively with various team members to design and build innovative and effective interface designs for DSI's suite of products. Drives the interaction design process from the analysis through to the implementation and usability review. Responsible for transforming customer requirements into intuitive, effective, and satisfying applications and ultimately raising all DSI product interfaces to a consistently high standard. Creates detailed design documents (storyboards, prototypes, functional specifications) that implement the interaction design. Implements design through development of graphical user interfaces outlined in functional specifications.

- Essential Duties:**
- Plans, prioritizes, coordinates, and conducts all necessary UCD activities throughout the product's lifecycle, such as needs analysis, use cases, task analysis, interaction design, usability inspections, and usability testing.
 - Designs and specifies the user interaction with the product using cooperative and iterative design techniques, including a reliance on usability testing and other forms of user feedback.
 - Produces storyboards, scenarios, flowcharts, innovative prototypes, and user interface design specifications.
 - Works closely with development teams to ensure that design specifications can be implemented and to make acceptable design adjustments in the specification as necessary.
 - Determines cognitive model, metaphors, guides, and other information structures underlying particular user interface systems.
 - Creates and designs themes for interface, such as icons, guides, and toolbars.
 - Designs the specific manipulations required of users in order to navigate through a particular product.
 - Helps to develop and test one or more product prototypes to evaluate navigational structure, appearance of screens, and effectiveness of tools.
 - Utilizes feedback from focus groups to determine optimal interactivity and navigational structure.
 - Prepares a detailed functional specification, based on results of prototyping stage, for use by programmers during production.

Qualifications / Competencies The requirements listed below are representative of the knowledge, skill, and/or ability required. Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions.

Interface Designer I

Has knowledge of commonly used concepts, practices, and procedures employed during the software development lifecycle. Has strong computer skills including knowledge in word processing and design authoring tools. Relies on instructions and pre-established guidelines to

perform the functions of the job. Develops Graphical-User-Interface (GUI), while adhering to user requirements and design standards outlined in the functional specification. Primary job functions do not typically require exercising independent judgment.

Analytical - Synthesizes complex or diverse information; Collects and researches data; Designs work flows and procedures.

Design - Generates creative solutions; Translates concepts and information into images; Uses feedback to modify designs; Applies design principles; Demonstrates attention to detail.

Problem Solving - Identifies and resolves problems in a timely manner; Gathers and analyzes information skillfully; Develops alternative solutions; Works well in group problem solving situations.

Oral Communication - Speaks clearly and persuasively; Listens and gets clarification; Responds well to questions; Demonstrates group presentation skills; Participates in meetings.

Written Communication - Writes clearly and informatively; Edits work for spelling and grammar; Able to read and interpret written information.

Interface Designer II

Demonstrates mastery of all Interface Designer I qualifications. Demonstrates a solid understanding of the User-Centered-Process including the ability to conceptualize and develop all aspects of the interface and interaction. Expected to work closely with software engineers and subject matter experts to create interfaces that are usable, effective, and technically feasible. Exhibits mastery of all DSI design authoring tools. Also expected to work independently with some degree of latitude and rely on experience and education to make sound decisions. Displays a wealth of DSI domain knowledge as well as a strong understanding of the criminal justice industry.

- Analytical - Uses intuition and experience to complement data.
- Oral Communication – Demonstrates group presentation skills.
- Quality Management - Looks for ways to improve and promote quality; Demonstrates accuracy and thoroughness.
- Innovation - Displays original thinking and creativity; Meets challenges with resourcefulness; Develops innovative approaches and ideas; Presents ideas and information in a manner that gets others' attention.

Interface Designer III

Demonstrates mastery of all Interface Designer II qualifications. Proven ability to lead user-centered design process while effectively negotiating interactions between designers and engineers. May lead and direct the work of others. Typically reports to a manager and is expected to work independently with a wide degree of creativity and latitude. Demonstrates leadership ability while leading a team of User Interface Designers and ensuring design quality and feature

completeness.

- Project Management - Develops project plans; Coordinates projects; Communicates changes and progress; Completes projects on time and budget; Manages project team activities.
- Delegation - Delegates work assignments; Matches the responsibility to the person; Gives authority to work independently; Sets expectations and monitors delegated activities; Provides recognition for results.
- Managing People - Develops subordinates' skills and encourages growth; Solicits and applies customer feedback (internal and external); Fosters quality focus in others; Improves processes, products and services.
- Strategic Thinking - Understands organization's strengths & weaknesses; Analyzes market and competition; Adapts strategy to changing conditions.

**Education and/or
Experience:**

Interface Designer I

Bachelor's degree (B. A.) from four-year college or university; or 2-3 years related experience and/or training; or equivalent combination of education and experience.

Interface Designer II

Bachelor's degree (B. A.) from four-year college or university in human factors, psychology, computer science, or a design-related field and 3-5 years experience; or 6 or more years related experience and/or training; or equivalent combination of education and experience.

Interface Designer III

Bachelor's degree (B. A.) from four-year college or university in human factors, psychology, computer science, or a design-related field and 5 or more years experience, or 8 or more years related experience and/or training; or equivalent combination of education and experience. MS in a design related field a plus.