R2020685 – UI/UX Design Assistant

Software Engineer I

Hassan Eslami – Hiring Manager

NASA is returning to the Moon. The VIPER Mission lunar rover mission (https://www.nasa.gov/feature/new-viper-lunar-rover-to-map-water-ice-on-the-moon) will land a rover at the South Pole of the Moon to map the distribution of water ice, in preparation for the first woman and the next man to land on the Moon as part of the Artemis program. VIPER is a challenging mission: operated by humans on the Earth, the rover must traverse through the low-angled light and shadows of the south pole while maintaining Earth communications and sunlight for solar power.

We seek a motivated user experience designer to join our team building a variety of tools for this mission, focusing on the mission control software built on NASA's Open Mission Control Technologies (Open MCT) platform (https://nasa.github.io/openmct/), in addition to the VERVE rover driving tool (https://software.nasa.gov/software/ARC-16457-1A). Working directly under the user experience design lead, you'll interact with a multidisciplinary team of software developers and spacecraft designers, operations and science personnel. If you love space and helping to solve hard, fascinating problems, this is the place for you.

Responsibilities:
- Work closely with the design lead and development team to iterate and flesh out design ideas as paper prototypes, wireframe documents and more fully realized visual designs.
- Build clickable prototypes to test design ideas in a variety of tools.
- Assist with user and stakeholder interactions in a variety of scenarios to determine needs, collate and summarize conclusions to drive design goals and priorities.
- Assist with executing and managing the heuristic and user testing processes, including test preparation, running tests and observing user interaction, taking notes, collating and summarizing results.
- Iterate on and create new user's guide documents and training videos.

Required Skills & Traits:

- Knowledge of and experience with user interface and usability best practices for web and mobile applications.
- Experience with modern web design interaction patterns and web-based development considerations.
- Experience with documentation, design, and prototyping tools including Adobe Creative Suite, Sketch, and InVision.
- Experience using communication/collaboration suites like Google Docs and Spreadsheets, Microsoft Office and PowerPoint.
- Knowledge of user needfinding techniques and processes.
- Knowledge of user testing and heuristic software evaluation methodologies.
- Excellent written and verbal communication skills with high attention to detail.
- Real love of and appreciation for learning new techniques, tools and technologies.

Other Desired Skills:
- End-to-end experience with user needfinding, needs summarization and socialization, design solution ideation, design prototyping and user testing, result evaluation and further action recommendation.
- Experience with front-end web development including CSS, SCSS and rudimentary JavaScript.
- Expertise with video recording and editing software such as Camtasia and Adobe Premiere

Special Instructions to Recruiter:

At this point, this is a one year project, so, may be perfect for Human/computer interface and UI/UX interns. Individuals from art schools specialized in UI/UX are welcome. It is conceivable the position will extend beyond a year and morph into a UI developer. So, someone with UI/UX background and knowledge of web development would fit the potential progression of the position. But, that is not the main objective for this position; the focus should be on UI/UX. People with game design background would work.