

JOB DESCRIPTION

Job Title:	CoSTAR Designer (User Experience)
Department:	StoryFutures
Job type	Professional Services, Full Time, Permanent
Grade:	RHUL 7
Accountable to:	Head of Applied Research
Accountable for:	None
Purpose of the Post	
<p>The postholder will be working with colleagues to design and develop new pilots and prototypes in areas related to emerging creative technologies. They will work with software engineers and research producers to translate user needs into innovative, inclusive, desirable and value-adding digital experiences across multiple platforms and that are delivered in line with project goals and delivery cycles.</p> <p>The team will be developing applications in areas such as AI & Machine Learning; games & 3D development; immersive experiences such as augmented and virtual reality; advanced production technologies such as Virtual Production, Extended Reality; Immersive and Live entertainment.</p>	
Key Tasks	
User Experience and Design:	
<ul style="list-style-type: none"> • Develop effective interface and interaction designs that meets given specifications. • Help the prototyping team to accelerate the journey from idea to insight - creating sketches, concepts, user journeys, wireframes and navigable prototypes that make propositions tangible enough to explore and test. • Produce compelling user-centred propositions across different screens across range of emerging technologies by applying expertise in relevant design practice and theory. • Research and design for multiple devices, platforms, applications and interfaces. • Review and give feedback on others' designs. • Produce user testing methodologies to ensure code quality. • Write and review technical documentation and user research analysis. • Help troubleshoot and resolve issues throughout the life cycle. • Participate in the team's agile planning and delivery process alongside software developers. • Define working practices to ensure the use of common and consistent approaches to interface and interaction design with strong focus on accessibility and inclusive design. 	

- Share expertise and concepts with colleagues in editorial and technical teams.

Research:

- Working with CoSTAR Head of Applied Research and the relevant CoSTAR Capability Leads (in areas such as AI, Creative Technologies and Inclusion) alongside the core team members of the Prototyping team to develop and shape the ideas that can be resolved using piloting and prototyping methodologies.
- Research and develop understanding in use of accessible, inclusive and open standard technologies relevant to CoSTAR objectives.
- Continue to learn new design and prototyping tools, technologies and methodologies and keep informed of advancements of existing design best practices.
- Communicate relevant developments, findings and recommendations in a manner appropriate and effective to the intended audience in university or industry context.

Team Working:

- Contribute to an inclusive and sustainability-aware culture of active staff engagement within the CoSTAR National Lab, across all partners.
- Work with colleagues in the Prototyping Team within the CoSTAR National Lab to develop a culture of excellence, promoting innovation, team-working, and collaboration.
- Provide continuous engagement with relevant creative industries partners, helping develop new partnerships and impact activities.
- Participates in departmental hack days and external ad-hoc events (typically 5 to 20 members).

Other Duties

The duties listed are not exhaustive and may be varied from time to time as dictated by the changing needs of the CoSTAR National Lab / University. The post holder will be expected to undertake other duties as appropriate and as requested by their manager.

The post holder may be required to work at any of the locations at which the business of CoSTAR National Lab / Royal Holloway is conducted. We currently have a flexible working pattern with a mixture of days in the office and working from home. There is the potential for out-of-hours support for key CoSTAR National Lab events as required.

Our Values

Advancing equity and inclusion is central to our identity as a University of Social Purpose, guided by our values of being Respectful, Innovative, Open, and Daring. We strive to build a fair and inclusive environment for all colleagues and students, where we challenge ourselves and others with integrity, and approach difference with understanding and kindness. Every member of our community is expected to treat others with dignity, work collaboratively across a wide range of backgrounds and perspectives, and contribute to a place where everyone can participate fully and feel valued.

PERSON SPECIFICATION

Knowledge, Education, Qualifications and Training	Essential	Desirable
Educated to degree level in a relevant field (or evidence of equivalent on the job experience in one or more of the following fields - applied user experience, interaction design, or user research).	X	
Strong knowledge of the state-of-the-art in user experience design and of innovation in the discipline.	X	
Detailed knowledge of one or more technical areas: Creative Technologies, Media, Games, or Creative Arts.	X	
Skills and Abilities		
Demonstratable ability to use a range of user design methods and tools to support development of applications appropriate for creative industries.	X	
An aspiration for excellence in skills related to user research & testing; usability and accessibility; and using knowledge sharing to learn from each other.	X	
The ability to bridge design and prototype — turning concepts into clickable, interactive experiences that make ambitions tangible, bring stakeholders into the conversation early, and create the conditions for genuine feedback and course correction	X	
The ability to access and analyse information to define issues and identify appropriate solutions.	X	
The ability to motivate, inspire and develop yourself.	X	
Strong organisational skills and ability to multitask on a wide range of projects and ongoing deadlines.	X	
The ability to maintain personal effectiveness in the face of pressure, setbacks or when dealing with challenging situations.	X	
The ability to effectively listen, understand and convey messages in a way that is appropriate to the audience with good written and oral communication skills.	X	
The ability to respond positively to change.	X	
The ability to create transferable assets which can make an impact in CoSTAR and/ or wider industry.	X	
Experience		
Experience of one or more of the following design tools: Visual Design using Adobe Creative Suite and/ or Figma, Sketch; Motion design skills or After Effects.	X	
Knowledge of 3D modelling and animation software (e.g. Blender, Maya) or similar. Familiarity with AR platforms and tools (e.g. ARKit, ARCore, Unity). Familiarity with game development concepts, especially if using game engines like Unreal or Unity.		X

Experience with the end-to-end application development lifecycle, including User research and usability testing; Prototyping, wireframing, user flows & mock-ups; Application development, deployment and maintenance.	X	
Understanding of agile UX development principles with Scrum knowledge; use of design patterns and best practices. Basic understanding of programming languages (such as C#, JavaScript) and usage of Git, or another versioning system.		X
A keen interest in emerging technologies, research, and innovation e.g. XR (Mixed Reality), VR (Virtual Reality), AR (Augmented Reality), Realtime technologies (Virtual Production), AI (Artificial Intelligence) especially emerging AI design tools such as Google Stitch. Knowledge of gesture-based interactions, voice interaction, wearable technologies.	X	
Other requirements		
A commitment to continuous personal development related to pursuing the state-of-the-art in user experience and design.	X	