



## **UI Designer**

Freelancer|Part-time|Full-time, London UK, salary/day-rate based on experience

Start date: Immediately

[GripAble](#) Ltd is a multi-award winning technology startup developing a gamified mobile software platform to provide remote assessment and rehabilitation to people with brain or physical injuries. Rehabilitation programmes are critical for such patients, e.g. after a stroke, helping them regain their quality of life. However, for years therapists have struggled to find accessible tools that can engage patients. Our first product is GripAble™, an innovative digital hand-grip device that connects to our mobile app, allowing patients with hand and arm impairments to play engaging therapy games and interact with a community of others, suffering from similar disabilities, whilst in the comfort of their own homes. We are a spin-out of Imperial College London, now based in Shoreditch, who collaborate closely with clinicians, researchers and patients. We have raised money to scale our product globally, as well as recently received a prestigious 3-year NHS grant allowing us to build the world's first social gaming platform for motivating individuals with disabilities to train for longer.

## **The Role**

- Take ownership of GripAble's mobile UI for their Android app running on tablets
- Work directly with and learn from our UX designer to translate key findings into a consistent and beautiful UI
- Follow Google material design and GripAble branding guidelines
- Develop hi-fidelity wireframes, prototypes and walkthroughs in Adobe XD
- Collaborate closely with the software team and follow an Agile process
- Facilitate frequent feedback sessions to support iterative design
- Deliver polished wireframes and assets to the software team for building
- Contribute to visual design aspects of the company

## **Essential skills**

- A design-related bachelor's or master's degree
- Extensive industry experience with at least two years working as a mobile UI designer
- Highly skilled with Adobe XD including development of interactive (mobile) prototypes
- Highly competent using Adobe CC (i.e. Photoshop, Illustrator etc.)
- A deep understanding of Google material design
- Proficient designing slick UI for user activation e.g. authentication, onboarding, sign-in
- Able to present mock-ups to a cross-functional audience
- Ethical, with great teamwork and communication skills

## **Desirable skills**

- Experience developing App UI targeting tablets (10-inch)
- Experience developing UI related to centrally managed accounts and/or admin setup
- Experience performing UX design and/or research, or working as part of a wider UX team
- Experience working in a startup culture

**What we offer**

- A competitive salary/day-rate dependent upon prior experience
- A passionate and highly skilled team, always ready to help you grow your skills
- Collaboration with world leading specialists from Imperial College London, Southampton University and King's College London, as well as access to further academic institutions in South Korea, Singapore and Japan
- An extensive network of mentors providing opportunities to rapidly learn new skills and boost your career development
- Flexible vacation and working hours
- Office located near to Liverpool Street and Old Street station in central London
- The opportunity to steer the development of an innovative digital health product and directly see the positive impact this technology can have on millions of patients around the world

If you would like to apply for this position please send your CV and a cover letter to Dr Paul Rinne ([paul@gripable.co](mailto:paul@gripable.co)) including any links to previous work