



Yalty Software Inc.

info@yaltysoft.com

YaltySoft

Work terms of the internship are with **Digital Skills for Youth Program**, funded by the Government of Canada

Yalty Software is looking for a talented UI/UX Graphics Designer to turn our mobile apps and websites into easy-to-use products for our users and partners. This is a new role in our company and is currently a remote position.

UI/UX Designer responsibilities include gathering user requirements, designing graphic elements and building navigation components. To be successful in this role, you should have experience with design software and wireframe tools. If you also have a portfolio of professional design projects that includes work with web/mobile applications, we'd like to meet you. Ultimately, you'll create both functional and appealing features to help us grow our customer base.

Yalty Software is a start-up software company based in Vancouver. Yalty was created to solve several problems within the eRetail ecosystem using a game app and eCoupons.

What You'll Do

- Produce graphic elements for use in mobile games and web dashboards
- Contribute to the functional design and architecture of our customer-facing mobile game "ROAM"
- Work with our backend AWS development team to integrate new mobile game app features into our core product and improve the UX of our products
- Deploy and test new features via Testflight and AppCenter
- Provide assistance with graphic design for advertising and social media campaigns
- Create and maintain digital assets, such as interface design files, wireframes, and interactive mock-ups
- Document requirements, coding, testing, analysis, design, definition, development and implementation of mobile application

Requirements

- UI/UX in mobile game design experience
- Able to work independently as this is a start-up environment where the candidate will be expected to be able to work autonomously and occasionally lend a hand to other teams when needed
- Proficient in Adobe Suites or similar (Photoshop, Illustrator, InDesign, Premiere, Experience Design, After Effects), Figma, Sketch
- Familiarity with SolidWorks, Final Cut Pro, Cinema 4D, Maya, Unity
- Able to hand draw graphics for quick storyboarding or prototyping assets
- Develop UI mock-ups and prototypes that clearly illustrate how sites function and look
- Git experience highly desirable
- Strong interpersonal skills
- Eager to learn – in fact we expect this



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Working for US

- This is a full-time position for 6-7 months (term may be extended)
- You will receive soft skills training
- Start date between September 1 and September 17
- You will be working home and interacting with a small team in an entrepreneurial setting working directly with the founders
- We have a flexible work schedule
- You will learn as much as you want to about the start-up experience

To apply, please send your resume and link(s) to your portfolio to info@yaltysoft.com and reference the position in the subject line. Let us know why you would like to work at Yalty Software!

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