

UI/UX Architect

At Tanvas, our mission is to make your interactions with touchscreens more interesting, more natural, and more engaging. We have developed a novel 'haptic' touchscreen technology that not only tracks the fingertips, but controls what they feel: textures, edges, collisions, and even the illusion of shape on a featureless glass panel. We are creating an extensive set of tools that developers can use to paint haptics to the screen, when and where they want, and to integrate haptics tightly with graphics and audio. We are developing applications in numerous markets including automotive, advertising, entertainment, and consumer electronics.

We are looking for a talented and motivated UI/UX Architect who is passionate about delivering great user experiences and has an almost obsessive attention to detail. Your job will be to conceive, design, prototype, and test unique experiences centered around Tanvas' cutting edge haptic touchscreens. You will work closely with a fast-paced team of designers, marketers, and engineers on a daily basis, and will also be tasked with collecting feedback directly from customers in the field.

In your job you will:

- Work across disciplines to conceive, prototype, and test highly interactive experiences which weave together graphical, audio, and haptic elements.
- Participate in user research to test discoverability, usability, and perceived value of multisensory interfaces and experiences.
- Develop and manage product specs and assets for software engineers.
- Define user needs for haptic design tools.
- Collaborate closely with all other business functions in an atmosphere that values open, spirited debate, learning, accountability, and a focus on company goals.

You will need to be equipped with:

- MS in HCI or equivalent
- 3+ years experience in UI, UX, IxD, or a closely related discipline
- A solid interaction or experience design background with outstanding attention to detail
- Excellent interpersonal communication skills
- Self-motivation and the ability to run with a project without close supervision
- Programming proficiency with GUI frameworks such as Android, Electron and .NET
- Familiarity with front-end development languages such as HTML, CSS, or Javascript
- Familiarity with Java, C++, or C# is a plus
- Proficiency in Adobe Creative Suite and other wireframing and prototyping tools is a plus

HOW TO APPLY:

Email your portfolio and resume to jobs@tanvas.co

Note: You must have valid U.S. work authorization