

UNdata vacancy announcement

UX Designer

The [Statistics Division of the UN Department of Economic and Social Affairs \(UNSD\)](#) is responsible for integrating official statistics from multiple international agencies and national statistical systems. In response to the [Secretary General's "Data Strategy for Action by Everyone, Everywhere"](#), UNSD is leading the modernization of its UNdata platform, which aims to provide a single entry-point for official data and statistics from across the UN System. As part of this initiative, UNSD is focusing on the creation of a UNdata knowledge graph and tools to help users find, access, visualize, and explore data from across the UN System in an integrated manner, including data on [Global SDG Indicators](#).

In this context, UNSD, via the [United Nations Foundation \(UNF\)](#), is hiring a **user experience designer** to join a team responsible for creating and launching a resource to publicly monitor progress toward the United Nations' Sustainable Development Goals (SDGs) across the globe. This project is powered by close collaboration with [Data Commons](#) and funded by [Google.org](#).

Please submit your application via this form (<https://form.jotform.com/231657756471162>). Applications will be accepted and reviewed on a rolling basis until June 30, 2023.

Logistics

- Full-time, temporary contract
- Start Date: ASAP; by July 10, 2023
- Duration: 4 months, possibility for extension
- Location: Remote; ability to work during US West Coast and East Coast time zones

Core Responsibilities

- Conducting comprehensive user research to understand the needs, motivations, and behaviors of users.
- Create a clear understanding of the different user types, their goals, and the steps they will take while interacting with the resource
- Structure data and content into meaningful categories, hierarchies, and navigation systems
- Create wireframes and interactive prototypes to visualize the layout, structure, and flow of the user interface before development.
- Collaborate with graphic designers and incorporate visual design elements such as color schemes, typography, and iconography to ensure the resource is aesthetically appealing and consistent with the SDG branding
- Conduct usability testing sessions to gather feedback and insights from users, identifying any usability issues, and making iterative improvements based on the findings.
- Ensure that the monitoring resource adheres to accessibility standards, making it usable for individuals with disabilities and diverse needs
- Collaborate with cross-functional teams, including front-end developers, data engineers, content creators, and project stakeholders, to ensure alignment and integration of design objectives throughout the resource development process.

Expected Qualifications

- Educational Background
 - A bachelor's or master's degree in a relevant field such as User Experience Design, Human-Computer Interaction, Interaction Design, Information Design, or a related discipline.
- Experience
 - Demonstrated experience in user experience design, preferably with a focus on data visualization, information architecture, and complex systems.
 - Experience in working on projects related to social impact or sustainable development is highly desirable.
- Technical Skills
 - Proficiency in using industry-standard design and prototyping tools such as Sketch, Adobe XD, Figma, or similar software for creating wireframes, prototypes, and interactive mock-ups
 - Familiarity with data visualization principles to effectively present and communicate complex data sets related to the SDGs.
 - Basic knowledge of HTML and CSS to collaborate effectively with developers and understand the technical aspects of implementing design solutions.
 - Experience with various user research methods, including surveys, interviews, usability testing, and persona development, to gather insights and inform the design process.
 - Understanding of accessibility standards (such as WCAG) and knowledge of techniques for designing accessible interfaces for people with disabilities.
- Soft Skills
 - Ability to think outside the box, generate innovative design concepts, and approach complex problems from a user-centric perspective.
 - Strong teamwork and collaboration skills to work effectively with cross-functional teams, stakeholders, and subject matter experts to achieve project objectives.
 - Excellent verbal and written communication skills to effectively present design concepts, articulate design decisions, and communicate with diverse stakeholders.
 - Flexibility and adaptability to work in a dynamic and fast-paced environment, managing multiple priorities and deadlines.

Compensation

- Expected compensation for this role is \$10,000 - \$14,000 per month, depending on the candidate's level of experience and qualifications.
- Please note that this role is on a temporary contract basis and is not eligible for benefits