
Job Title	User Interface (UI) Designer
PVN ID	PS-2511-007102
Category	Information Technology
Location	CUNY SCHOOL OF PROFESSIONAL STUDIES
Department	Office of Innovative Learning Solution
Status	Full Time
Annual Salary	\$90,000.00 - \$100,000.00
Hour(s) a Week	35
Closing Date	Jan 07, 2026 (Or Until Filled)

General Description

As a leading online school in New York since 2006, the CUNY School of Professional Studies (CUNY SPS) offers the most online bachelor's and master's degree options at the City University of New York and serves as the University's first undergraduate all-transfer college. With 26 degrees and numerous other non-degree and grant-funded workplace learning programs, CUNY SPS meets the needs of adults who wish to finish a bachelor's degree, progress from an associate's degree, earn a master's degree or certificate in a specialized field, and advance in the workplace or change careers.

Consistently ranked highly by U.S. News & World Report for its online offerings, CUNY SPS has emerged as a nationwide leader in online education. The school's renowned and affordable online programs ensure that busy working adults may fulfill their educational goals on their own time and schedule. As CUNY SPS moves beyond its' 20th year, we dedicate ourselves to engendering an innovative and transformative student-centered experience.

Within and created at the same time as CUNY SPS, the Office of Innovative Learning Solutions (ILS) designs custom workplace learning programs to help organizations achieve their goals. We are experts in research-based learning practices, online as well as in-classroom curriculum development and implementation. We are uniquely positioned to respond to organizational learning needs and support change management initiatives swiftly and effectively.

CUNY SPS seeks a User Interface (UI) Designer who will work on, and be embedded with, the Benefits Access Program, sponsored by the Mayor's Office for Economic Opportunity (NYC Opportunity). NYC Opportunity helps New York City apply evidence and innovation to reduce poverty and increase equity. They work to improve government systems by advancing research, data, and design in program and policy development, service delivery, and budget decisions.

The initiatives that you will work on all share the common goal of delivering more effective services and helping residents address poverty-related challenges. NYC Opportunity operates a portfolio of digital tools and offers their expertise across multiple areas, including facilitating data integration to improve social service performance, easing access to services and programs, and designing new digital and in-person services with

agency partners.

Product Team

The Product Team at NYC Opportunity builds, iterates, maintains, and grows a suite of digital products and services including **ACCESS NYC**—a benefits platform that connects New Yorkers with social services—and **My File NYC**, a document management tool that simplifies the application process for residents and agencies.

The next phase of work will focus on using user research insights to create a clearer, more intuitive experience for New Yorkers, while also scaling our products by applying common patterns and introducing new features driven by stakeholder needs.

Other Duties

Reporting to the Senior UX/UI Designer, the UI Designer will:

Design Execution

- Create high-fidelity mockups, prototypes, and design specifications for key product features.
- Collaborate with the UX team to translate user insights and stakeholder needs into effective and accessible interface design solutions.
- Ensure design patterns and UI components are consistent, accessible, and aligned with our visual language and product standards.
- Contribute to the development, documentation, and maintenance of our office's design system, built with Material UI React components.

Collaboration & Communication

- Work closely with product managers, engineers, and stakeholders to ensure solution alignment between user needs, technical feasibility, and business goals.
- Present design work regularly to cross-functional teams and incorporate feedback effectively.
- Contribute to a user-centered design culture by advocating for best practices in accessibility and inclusivity.
- Collaborate with our partner agency, NYC Office of Technology and Innovation (OTI), to ensure compatibility and cohesion with the nyc.gov design system.

Continuous Improvement

- Iterate on designs based on research findings and product team input.
- Facilitate and participate in usability testing and design critique to validate design decisions.
- Participate in product strategy meetings to understand team and office-wide priorities and goals.
- Support the evolution of reusable design patterns across multiple platforms.
- Other duties as assigned.

Qualifications

- An Associate's Degree in a related field from an accredited institution and no fewer than five (5) years of professional experience as a UI or Product Designer, OR
- A Bachelor's Degree in Computer Science or related field from an accredited institution, and at least three (3) years of professional experience as a UI or Product Designer
- Strong portfolio showcasing user-centered design, from usability testing and synthesis to final delivery.
- Experience working with design systems and applying consistent patterns across digital products while considering platform nuances across web and app.
- Proficiency with design tools such as Figma, Miro, and Adobe Creative Suite.
- Ability to create solutions that balance user needs, business goals, and technical feasibility.
- Knowledge of HTML and CSS is a plus.
- Excellent communication and presentation skills, both verbal and written.

Please note: Candidates must be authorized to work in the United States on a continuous basis. Sponsorship is not available for this position. To apply, please submit a cover letter and resume

Location: Downtown Brooklyn, NY / Hybrid