

<b>Job Title</b>	UX/UI Designer
<b>PVN ID</b>	VA-2403-006212
<b>Category</b>	Managerial and Professional
<b>Location</b>	OFFICE OF SR. UNIV DEAN FOR ACADEMIC AFFAIRS
<b>Department</b>	CUNY Building Performance Lab
<b>Status</b>	Full Time
<b>Annual Salary</b>	\$80,000.00 - \$90,000.00
<b>Hour(s) a Week</b>	35
<b>Closing Date</b>	Apr 30, 2024 (Or Until Filled)

## General Description

Founded in 2006, the mission of the CUNY Building Performance Lab (CUNY BPL) is to advance high-performance building operations and practices in existing commercial and public buildings. We focus on improving efficiency and optimizing building operations through building systems research and development; continuing education programs for facility managers, building operators, and energy professionals; and internships for CUNY students.

As part of its work with NYC government, CUNY BPL provides mission-critical support to the Department of Citywide Administrative Services Division of Energy Management (DEM) and its partner agencies for implementing New York City's ambitious climate and clean energy policies. In this role, CUNY BPL staff provide expertise in a wide range of areas related to building systems, operations, and data. This includes advanced energy data analytics, technology application development, and a host of technical skills related to physical building infrastructure and associated data. The organization works collaboratively with industry professionals, other research institutions, and several of the US DOE's National Labs; and runs an extensive internship program for CUNY students that provides real world experience across program areas.

### General Description:

CUNY BPL is hiring a UX/UI Designer to play a pivotal role in the development and refinement of applications tailored for the building energy efficiency sector. CUNY BPL's applications are built for the building energy efficiency space and, as such, they deal with building energy and asset data from a range of sources. The UI/UX Designer will be assigned work on one or more applications with the goal of gathering client requirements using them to design a seamless user experience. The ideal candidate will be passionate about understanding user needs and translating them into intuitive, visually appealing designs with a strong eye for detail and proficiency in design tools and methodologies.

## Other Duties

The UI/UX Designer's responsibilities are expected to include, but not limited to the following:

- Gather user requirements through research, surveys, and interviews and documenting responses in platforms such as Notion.
- Translate user feedback into feature requests, user stories, and product workflows.
- Create wireframes, mockups, or prototypes of the application(s) using Miro and/or Figma.
- Organize and conduct usability testing using prototypes or developed applications, making note of implementation errors (QA/QC) and usability issues.
- Participate in regular progress updates and other team meetings.
- Other duties as assigned.

## Qualifications

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### **Required Qualifications:**

The ideal candidate will bring the following skills and experience to this position:

- 1-3 years of proven UI/UX design experience, demonstrated through a strong design portfolio
- Proficiency in Figma or other standard UI/UX software
- Ability to collaborate effectively with cross-functional teams, including product managers, developers, and stakeholders to translate user needs into intuitive design solutions.
- Excellent written and verbal communication skills.
- Strong attention to detail and a desire to continuously improve application usability.

### **Other Desirable Skills:**

- Bachelor's or master's degree in graphic design, interaction design, HCI, UX design, or a related field
- Experience conducting user research activities such as interviews, surveys, usability testing, and persona development to inform design decisions.