GUI Design

- **Research, design and specify mobile applications.**
- **Share conceptual understanding of software design.**
- **Lead the whole life cycle of mobile product design**

Work within a dedicated User Experience team of experts in software and operating system design. You will need to be determined to learn and excel in your chosen field of interface design and motion behaviour showing skill for visual communications and a sound understanding of web and print based software. This is a great opportunity to continue learning the disciplines of User Experience and software design with an experienced team in a strong design culture.

Responsibilities:
- User interface design of key features and applications.
- Planning, conceptualisation and implementation of user interface designs.
- Build relationships with product marketing, software and engineering.
- Drive knowledge sharing and creative flow of new ideas between departments.
- Build the formation of a user-centric point of view in key application services.

Technical requirements:
- Scenario planning, use-case development, project and design management.
- Hand drawn concepting skills (pencil and paper illustrations)
- Tools Knowledge: Illustrator, Photoshop and the Adobe platform
- Degree in Fine Art, User Experience, Interaction Design, +related experience.
- Ability to speak Chinese and English, and read and write English documents.

ALCATEL ONE TOUCH designs, develops, and markets globally a growing range of mobile and internet products designed to be as individual as the people who use them. Currently the fastest growing of the world's top ten mobile phone manufacturers, ALCATEL ONE TOUCH makes access to today's mobile lifestyle simple by offering colorful, easy-to-use devices equipped with the technology people need most at prices they can afford.

Read more: www.alcatelonetouch.com

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