Designer

As a Designer, you will focus on designing world-class digital user experiences in support of our clients’ experience strategies by addressing user needs and the appropriate expression of their brands. You will create user experience designs and prototypes to test and iterate your ideas within the IBM Design Thinking framework.

Role: Junior Visual Designer

The Junior Visual Designer will follow the overall design direction from the Design Lead. Depending on the project, they will usually design visual assets for business and proposal work. The Junior Visual Designer will be actively involved in the overall brand presentation and look and feel of the experience.

Daily Responsibilities

The Junior UI Designer is responsible for a certain set of design artifacts. They must create and present their progress to the Design lead, get feedback, and incorporate the feedback. Generally, the Junior Visual Designer also talks and works very closely with UX designers, user researchers, experience strategists, developers, and testers on a day-to-day basis.

Role Benefits

- Gain client facing experience
- Get guidance from more experienced practitioners to grow skills and career as a designer
- Learn how visual components fit in with the overall experience that is being built
- Exposure to the entire lifecycle of a project, from initial design to the final package
- Exposure to agile design and delivery frameworks

Role: Junior UX Designer

A Junior UX Designer works with Design Leads to define user flows, information architecture and the logical presentation of information. They must think through logical user flows focusing on interaction models and application navigation and usage.

Daily Responsibilities

The Junior UX Designer is responsible for a certain set of design artifacts. They must create and present their progress to the Design lead, get feedback, and incorporate the feedback. Generally, the Junior UX Designer also talks and works very closely with visual designers, user researchers, experience strategists, developers, and testers on a day-to-day basis.

Role Benefits

- Gain client facing experience
- Get guidance from more experienced practitioners to grow skills and career as a designer
- Learn how UX models fit in with the overall experience that is being built
- Exposure to the entire lifecycle of a project, from initial design to the final package
- Exposure to agile design and delivery frameworks
Role: Junior User Researcher

The Junior User Researcher executes research plans created in conjunction with Senior Researchers, conducts primary and secondary research, and distills insights for both generative and evaluative research. They also have responsibility for the creation and maintenance of research artifacts. These activities inform the overall user experience design of digital platforms, ensuring alignment with user needs and mental models.

Daily Responsibilities
- Reading, researching, and analyzing
- Conducting both qualitative and quantitative research
- Working with the lead researcher, converting work to deliverables
- Working closely with visual designers, UX designers, experience strategists, developers, and testers on a day-to-day basis
- Assisting with data collection and assimilation
- Interviewing and observing people, producing deliverables and synthesizing information

Role Benefits
- Gain client facing experience
- Get guidance from more experienced practitioners to grow skills and career as a researcher
- Learn new, more sophisticated research techniques
- Become an expert by doing extensive research in one area (subject matter expertise)
- Working with the business analysts, creative practitioners, and analytical types
- Learn to advocate findings to a diverse audience

While every project is different, some of the most common roles a Design Consultant at IBM will perform on projects include that of Junior Visual Designer, Junior UX designer, or Junior User Researcher. Learn more about each of these roles:

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