**ATOMIC OBJECT**

# Software Consultant & Designer

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Job Description for
Open Position in
Chicago Office

# Company

Since 2001, Atomic Object has designed and developed software products for web, mobile, desktop, and embedded devices. We were founded on the belief that not all software is created equal. Many people can write code, but it takes a close-knit team of passionate people to create exceptional, innovative products that change the way people do business.

We're an employee-owned company and a certified B Corporation with 70+ Atoms based in our Chicago, Ann Arbor, and Grand Rapids offices. Unlike many other technology companies, we have a flat organization. There is no corporate ladder to climb. As a company that values transparency, we practice open-books management. At Atomic, you can stay close to the craft of making software for your entire career without missing out on owning a part of the company and its profits.

# Job Overview

### POSITION
Atomic makers work on self-managed, cross-functional teams of 2-10 designers, delivery leads, developers, and testers. They collaborate to create products for our clients, from the idea phase through launch and beyond. Projects typically span 6 to 12 months, so you will have many opportunities to work with different people and tackle new challenges.

As a software designer at Atomic, you will guide the product design vision by balancing the needs of end-users, the client's business goals, and technical constraints. You will operate as both a leader and generalist to pinpoint the needs of a project and execute across the gamut of design demands. On one project, you may plan and conduct user research, wireframe solutions, create a visual design language, and support the development team with detailed design specs. Alongside delivery and technical leads, you will guide the team towards a solution at the intersection of desirable, feasible, and viable. You will work across all project phases, in both strategic and tactical capacities, executing on conceptual and tangible work.

Additionally, you'll help broaden the impact of our services by serving as a software design marketer through opportunities like attending and hosting local design meetups and contributing to our shared company blog.

### DETAILS
• Home base in Chicago's West Loop
• Generally present in office on weekdays between 9 a.m. and 5 p.m.
• Possibility to represent Atomic at events and conferences

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# Key Responsibilities

### HUMAN-CENTERED DESIGN PRACTICES
• Facilitate workshops and activities with clients, developers, and end-users to inform product design.
• Drive product design via the use of qualitative research and the development of user personas.
• Synthesize research into key findings and artifacts that bring clarity to the product's vision, such as user journey maps, workflow diagrams, and product guidebooks.
• Create user testing frameworks and facilitate testing on an as-needed basis.

### UX & UI DESIGN
• Establish application information architecture.
• Produce low–high fidelity wireframes and design prototypes.
• Establish visual language patterns, transforming wireframes into high-fidelity UI specs.
• Deliver visual design assets needed for technical implementation, such as icons, illustrations, and animation specs.
• Design through a lens of accessibility and inclusion.

### COLLABORATION
• Pair with other team members to transfer knowledge and experience gained.
• Possess a kind and curious approach to collaboration with Atomic and client teams.
• Understand that mentorship is a two-way street; we can all learn from one another.
• Be comfortable working on teams with members of varying levels of experience.

### AGILE METHODOLOGIES
• Keep developers utilized by designing product functionality several sprints ahead.
• Participate in the Agile project flow by providing solutions and feedback.
• Work with Atomic and client teams to define and prioritize project work.
• Find success when requirements aren't clearly spelled out.
• Adapt to changing project circumstances.

### GENERAL EMPLOYMENT RESPONSIBILITIES
• Work a full-time job (generally 40-42 hours per week).
• Track time daily.
• Engage in professional development and continued learning outside of work hours.
• Periodically contribute to Atomic's blog.
• Travel occasionally—as needed and possible.

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# Requirements

Applicants should have prior experience as a software designer on teams building software products. We're looking for someone with the following attributes:

- 5+ years experience working as a professional software designer
- Practitioner of human-centered design in all phases of the product development lifecycle
- Skill in user research, user experience, and user interface design
- Track record of designing software applications via constructing and managing a design plan that achieves the project objectives
- Experience with service design and applying the user-centered design process to a variety of business problems
- Comfortable collaborating with clients/stakeholders, designers, developers, and delivery leads

# Compensation & Benefits

Atomic pays on-market salary based on experience level and provides generous benefits:
- Quarterly cash profit sharing and annual 401(k) profit sharing
- Paid holidays, vacations, and sick time
- Health insurance (including dependents) with HSA contributions
- Employee ownership
- A sustainable working pace
- Regular 401(k) contributions (up to 8%)
- Parental leave
- Long/Short-term disability insurance
- Support for professional development

# Reports To

The Software Consultant & Designer will report to Atomic's Chicago Managing Partner, Jordan Schaenzle. Jordan will also serve as your Career Development Manager to help you pursue professional and career goals and find success within company guidelines and expectations.

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