

UX/UI Designer

About Us:

At LIBBA, we are pioneering the integration of Augmented Reality into everyday life through our unique Companion Compute platform. Originating from the minds behind Snap's Spectacles, LIBBA brings to life an interface that blends AI seamlessly with real-world surroundings, offering contextual digital enhancements. This is not just about augmenting reality—it's about enhancing human experiences, particularly in health and daily interactions.

Role Overview:

As the first UX/UI Designer at LIBBA, you have the unique opportunity to define the design language of an entirely new category of wearable AR products. Working closely with product management and engineering within a seasoned team, you will shape the future of user interfaces in augmented reality.

Responsibilities:

- Ideate, sketch and communicate design concepts.
- Develop both low and high-fidelity wireframes and interactive prototypes for rapid user testing.
- Design and refine visual elements based on direct user feedback.
- Create user journey maps and other documentation to communicate design strategies and insights.
- Collaborate closely with the product and engineering teams to integrate user insights into functional designs and assets
- Conduct usability testing to refine and validate designs, with an eye toward implementing A/B testing in future development phases.

Expectations:

- Take initiative in the creative process with unique and novel concepts and solutions
- Contribute to the team by sharing ideas and offering and taking constructive feedback
- Suggest multiple solutions to various problems while creating a design language
- Engage in user testing

Skills and Qualifications:

Required:

- Proficient in Figma or similar tools for wireframing, design, and prototyping.
- Experienced with Adobe design software or equivalent.
- Skilled in designing for various platforms (desktop, mobile, tablet) and responsive design
- Capable of translating user feedback into actionable design improvements.
- Ability to create low and high-fidelity prototypes for usability testing.
- Team player with strong communication and presentation skills.
- Ability to understand and work within a 3D spatial environment

- Proficiency in English

Bonus Skills:

- Familiarity with Unity or other 3D tools.
- Technical Attitude
- Experience with motion design.
- Background in AR/VR interface design.

Education and Experience:

- Bachelor's degree in Design from a leading institution.
- Strong portfolio demonstrating relevant skills.
- Alternatively, 1-3 years of experience in UX/UI design with a robust portfolio.

Work Environment:

- Hybrid role, requiring presence in our downtown Haifa office three days a week.
- Collaborative startup environment focused on quality and innovation, guided by industry veterans.

Application Process:

- To apply, please submit your resume PDF resume and a portfolio showcasing your best relevant work to hiring@libba-xr.com
- The applications process will include interviews and exercises