



At FYT, we believe in personal journeys

Every growth story starts with a discovery: “How am I and what am I good at”
That’s a good start, we think.

Your personality features skills and competencies that are unique: Once you found your edge, you can improve and market them. Apply to jobs emphasizing on your soft skills.

“Hire character, train skills”
That’s our motto and we believe it should be everyone's.

Jan and I, Toby, started FYT with the mission to democratize leadership tools: Bringing psychometric tests and access to mentors and coaches to everyone. And by everyone, we are talking about a global app, connecting best talents, teams, recruiters, and coaches.

We are a decentralized team, working completely digital:
We know that curiosity and ambition is vital to success.
We are looking for an engaged UX/UI designer joining our journey



Job brief UX/UI Designer

You love UX/UI for apps? Awesome - We are looking for a UX Designer to re-design our app to meet people's needs: At FYT, we enable people insights and personality growth, so app design is about user profiles, testing / skill assessments as well as content interaction (reading, viewing of articles) and coach-coachee-interactions.

In this role, you should be an analytical and creative designer who is able to grasp user needs and solve problems. A strong portfolio of successful UX and other technical projects would be nice.

Ultimately, you will make our product more user-friendly and intuitive to attract and retain customers.

Responsibilities

- Understand product specifications and user psychology
- Conduct concept and usability testing and gather feedback
- Create personas through user research and data
- Define the right interaction model and evaluate its success
- Develop wireframes and prototypes around customer needs
- Find creative ways to solve UX problems (e.g. usability, findability)
- Work with UI designers to implement attractive designs
- Communicate design ideas and prototypes to developers
- Keep abreast of competitor products and industry trends

Requirements

- Proven experience as a UX Designer, UI Designer or similar role
- Strong portfolio of design projects
- Background in project management and research



- Familiarity with interaction design and information architecture
- Proficient in design software (we use Sketch, but feel free to bring your own tools)
- Problem-solving aptitude
- Analytical mind with a business acumen
- Excellent communication skills
- Burning love for people insights

How to get onboard

Show us that you understood. At best, come with your portfolio and showcase, how you would design a personality-focused app, where users take all kinds of personality tests. Sketch a little bit and convince us, how a user profile with lots of personality insights could look like.

Furthermore it would be nice to see how you envision an app that suits personal as well as business purposes: Personality and competencies are suitable in all environments, this should be reflected in the design and user flows of the app.

Oh an by the way

Come as you are: We are open for each and everyone who's on our track to change the way how we build relationships. Currently, we are a team of four, mostly working decentralized from London and Hamburg

Best, Tobias