



# GRAPHIC DESIGNER

## **JUNIOR DESIGNER**

Up to 3 years experience. Graduates are encouraged to apply.

*Start from human,  
craft with tech,  
sustain with strategy.*



## ABOUT US

Riding the waves of technology even before the mobile revolution, we have solved business challenges by building innovations with a deeply human-centric starting point.

A diversified, highly capable and collaborative team, Enabled has been influencing & delivering digital product design for clients for over 21 years. We recognise that understanding the *job to be done* and providing the user with meaningful utility and great experiences are keys to success in today's digital world. This is why much of our work is new, providing us with the opportunity to explore, invent, and craft new and interesting products.

We help make sense of the movements that are shaping the changing digital landscape. With a human-centric starting point, we are creative problem solvers who can use unorthodox and ingenious ways to turn threats into opportunities. Enabled builds solutions that are meaningful to both our clients, and our pride as tech crafters.

We are looking to add to our design team an individual who can uphold and represent these characteristics.

# OUR INNOVATION PROCESS



## DISCOVER

This stage identifies opportunities with people's interactions with you, whether for internal or external users.



## IDEATE

Using design thinking, we come up with creative solutions to the problems defined by the Discover Stage.



## CREATE

This stage weaves design and technology together, ensuring interoperability and overall business functionality.



## GROW

Technology means change. Together we make sure a project done today will also serve tomorrow.

# SCOPE OF THE ROLE

*This is a unique opportunity to enter Enabled as a designer to help our team continue to excel in creating outstanding digital products. This role will be key to ensuring that design helps shape the planning and success of projects.*

*As you grow, it is our vision that the role will involve becoming a sense-maker and problem solver in our team of solution builders.*

*We do have high expectations of ourselves, so we will have high expectations of you, therefore our list is long. However, we aim to be fair in our expectations, understanding that you could grow to demonstrate capabilities across this long list.*

# WHAT WE ARE LOOKING FOR

**IT IS OUR HOPE THAT YOU CAN DEMONSTRATE THE SPARK OF EACH OF THESE:**

1. Receive and correctly interpret instructions from Product Managers & other project leadership.
2. Help create visual language, style guides and design systems.
3. Correctly interpret visual language, style guides and design systems when already provided.
4. Build collateral to support product launches: web pages, announcement emails, blogs, videos, etc.
5. User-centred design approach to solve customer problems & address customer needs.
6. Translate ideas & concepts into user flows, interactive prototypes, wireframes and UI components for new product ideas.
7. Design while balancing end user feedback, business requirements and technical constraints.
8. Clearly and effectively communicate the design process, ideas and solutions to stakeholders and project team members, including developers.
9. Build and maintain excellent relationships with internal and external stakeholders.
10. Be involved with creating designs and testing product hypotheses to validate insights.
11. Design work is to be fit for their intended audience and purpose.

# SKILLS & KNOWLEDGE

*Through discovery, framing and an iterative approach, you will collaborate closely with a team of other Designers, Engineers, Product Managers and other Subject Matter Experts.*

# WHAT WE ARE LOOKING FOR

**IT IS OUR HOPE THAT YOU CAN DEMONSTRATE EACH OF THESE:**

1. User-centric design process/principles.
2. Critical and creative thinking.
3. Being able to balance creativity and keeping attention to detail.
4. Demonstrate great listening, able to use paraphrasing to clarify and demonstrate understanding.
5. Ability to present ideas to a wide range of stakeholders.
6. Can design presentations, launch assets and case studies.
7. Can work in both self-directed and team environments.
8. Ability to act quickly, produce value and develop longer-term designs for iteration.
9. Able to handle language, data and information in your designs to enhance its clarity and not confuse.
10. Able to document design requirements.
11. To be able to explain your UI/UX experience in mobile app & website design.
12. Strong desire to push your designs to the next level yet able to restrain yourself to cope with real-world limitations.
13. Experience with design and prototyping programs such as Sketch or Figma and InVision.
14. Exposure to Graphic design tools such as Adobe products.
15. Should be able to explain the process of building wireframes, conducting workshops with stakeholders, journey mapping, and UI/UX low and high fidelity designs.
16. Traditional web design and low-code design tools (any experience with animating interfaces not essential but desired).
17. Motion design of interfaces or video animations (any experience not essential but desired).

# OTHER CONSIDERATIONS

## *Education*

Relevant tertiary qualification or experiences that may be relevant.

## *Salary*

The position is intended to be a junior designer role. However, the salary will be commensurate with the level of the applicant's qualifications and experiences.

## *How to apply*

To apply you need to:

- Include a link to your portfolio.
- Include a cover letter (1 page max.).
- Include your CV with two current referees.
- Have permanent residency or an Australian work permit.
- Email your application to [jobs@enabled.com.au](mailto:jobs@enabled.com.au)

## *Supplementary information*

Before you apply you might also like to visit our website: [www.enabled.com.au](http://www.enabled.com.au)

You can also read our team values book [here](#)

