Food and Agriculture Organization of the United Nations

CALL FOR EXPRESSIONS OF INTEREST - VACANCY ANNOUNCEMENT N°: IRC4825

Issued on: 10 October 2017

Deadline For Application: 24 October 2017

JOB TITLE:	UX/UI Designer	**TYPE OF CONTRACT:**	PSA.SBS
		DUTY STATION:	FAO HQ, Rome, Italy
ORGANIZATIONAL UNIT:	INFORMATION TECHNOLOGY DIVISION (CIO)	**DURATION:**	Up to 11 months

FAO seeks gender, geographical and linguistic diversity in its staff and international consultants in order to best serve FAO Members in all regions.

Qualified female applicants and qualified nationals of non-and under-represented member countries are encouraged to apply.
Persons with disabilities are equally encouraged to apply.
All applications will be treated with the strictest confidence.

Organizational Setting

The Information Technology Division (CIO) is responsible for all IT activities within the Organization. CIO performs on behalf of the Organization the following critical roles: defining FAO IT policies and providing strategic advice on IT architecture and standards, governance, policy and operational matters while monitoring organizational compliance; defining the mechanisms for managing FAO's information and data; protecting FAO's information assets and ensuring confidentiality, integrity and availability; ensuring provision of IT services that are core for the Organization's global operations and supporting the information and business processes; coordinating organization-wide IT activities in order to reduce duplication and fragmentation and to increase integration of information data, systems and platforms, mobilizing IT resources from across the Organization.

Reporting Lines

Under the direct supervision of the Information Technology Officer (Development area), the consultant will act as UX/UI Designer performing the following functions.

Technical Focus

The UX/UI Designer will be in charge of analysing the business requirement in order to design the best solution in terms of graphical design, usability and overall user experience of the application, creating and implementing mock-ups or templates ready to be used in the development team. The UX/UI Designer will be part of agile software development teams in order to provide consistent continuous improvements across all the projects.

Tasks and responsibilities

- Participate in an agile software development team building high quality and effective software products that deliver real business in the shortest time.
- Design and develop simple but effective user experience solutions
- Work through design problems and put forward solutions that consider both the user's need and the business goals ensuring user experience consistency, coherency and compliance with appropriate organizational standards
- Analyse users, their profiles and needs and define use cases in order to align solutions with the job that users need to get done.
- Ability to paper sketch, develop low/high fidelity prototypes and mock-ups with ability to present cohesive design approaches to a non-design audience including business, product and technology teams
- Define navigation paths, user interactions and workflows defining user personas and relevant use cases in order to align solutions with the job that users need to get done
- Work on end-to-end projects performing also usability testing and verification
- Ensure user experience consistency, coherency and compliance with appropriate organizational standards.
- Participate in defining, implementing and mainstreaming best practices in the area of user experience and interface design across software development teams.
- Other related duties as necessary.

CANDIDATES WILL BE ASSESSED AGAINST THE FOLLOWING

Minimum Requirements

- University degree or relevant educational certification in visual/graphical/functional design, communication, computer science or closely related discipline.
- Working knowledge of English.

- At least 3 years of experience developing user experience and/or interface design for software products.
- Demonstrable ability to design effective user experience solutions.
- Ability to communicate design effectively.
- Experience working in software development teams.

- Strong knowledge of prototyping and design tools.
- Proven knowledge of HTML5, CSS3 & some knowledge of JavaScript and web framework as Bootstrap

FAO Core Competencies
- Results Focus
- Teamwork
- Communication
- Building Effective Relationships
- Knowledge Sharing and Continuous Improvement

Please note that all candidates should adhere to *FAO Values of Commitment to FAO, Respect for All and Integrity and Transparency.*

ADDITIONAL INFORMATION
- All applications will be reviewed and qualified applicants will be contacted for interviews.
- FAO does not charge a fee at any stage of the recruitment process (application, interview meeting, processing).
- Incomplete applications will not be considered. If you need help, or have queries, please contact: iRecruitment@fao.org
- Applications received after the closing date will not be accepted.
- Only language proficiency certificates from UN accredited external providers and/or FAO language official examinations (LPE, ILE, LRT) will be accepted as proof of the level of knowledge of languages indicated in the online applications.
- For other issues, visit the FAO employment website: http://www.fao.org/employment/home/en/

HOW TO APPLY

To apply, visit the iRecruitment website at http://www.fao.org/employment/irecruitment-access/en/ and complete your online profile. Only applications received through iRecruitment will be considered.

Candidates are requested to attach a letter of motivation to the online profile.

Vacancies will be removed from iRecruitment at 23:59 Central European Time (CET) on the deadline for applications date. We encourage applicants to submit the application well before the deadline date.

If you need help, or have queries, please contact: iRecruitment@fao.org

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