



**British
Geological Survey**
Expert | Impartial | Innovative

User Experience and Interface (UX/UI) Developer

UKRI – NERC – BGS

Keyworth, Nottingham

£30,357 to £32,997 per annum (depending on qualifications and experience)

Full Time – 37 hours a week (a range of flexible working options may be available)

Permanent Appointment

About the role:

We have an opportunity for a talented, motivated and experienced, User Experience and Interface (UX/UI) Developer to join our Informatics Science Directorate. This is a great opportunity to develop not only your own career but champion the role of UX within environmental science.

The successful candidate will help create a small team with responsibilities to deliver quality designs that underpin BGS projects at the forefront of global efforts to address environmental challenges by combining scientific knowledge with emerging technologies. They will initially work on the UX and UI solutions to a range of projects without the constraints of managing those projects. However, we are looking for someone that has the potential to promote and help shape the future role of UX and user centred design within BGS, and ability to grow a team in this emerging area.

About us:

The British Geological Survey (BGS) is an applied geoscience research centre that is housed in UK Research and Innovation (UKRI) and affiliated to the Natural Environment Research Council (NERC). It is a world leading geological survey that provides a core science mission to inform government of science related to the subsurface and its interfaces and also undertakes applied research for solutions to earth and environmental processes, both in the UK and globally. It is funded directly by UKRI as well as through research grants and via private sector contracts.

BGS has an annual budget of approximately £60 million and employs 650 people. It has two main sites, a head office in Keyworth near Nottingham and the Lyell Centre, which is a joint collaboration with Heriot Watt University in Edinburgh. BGS works with more than 150 private sector organisations as well as having close links with 40 universities and sponsors approximately 100 PhD students each year.

About you:

If you have many of the key skills below and you want to work for a forward-thinking environmental science institute at the forefront of global geoinformatics, then we would be very interested to hear from you.

Key skills:

- Ability to transform client requests into testable, user-centred, design concepts
- Breaking down challenges through the use of sketches, prototypes, personas and user journeys that capture the essence of the problems to be solved

- Assessing the likely success of UX designs by preparing and conducting user research and usability tests
- Designing elegant user experiences that work across a wide range of digital platforms
- Able to apply Front-End technical development skills to UI development, getting stuck in with our developers to make your visions a reality
- Working with developers to translate designs into development tasks
- Contribute to corporate and project specific style guides
- Promote and help shape the future role of UX and user centred design within BGS and the wider environmental science community

What we offer:

A generous benefits package is also offered, including a very competitive company pension scheme, 30 days annual leave plus 10.5 days public and privilege holidays and access to flexi-time. For a salary at the top end of the range, you will need to meet the desirable criteria detailed on the topcareer website.

We also offer:

- Bike to work and free parking
- Health and wellbeing support
- Social clubs and on site sports facilities

Please note that any internal BGS staff applying for this post would, if successful, be appointed to new UKRI Terms and Conditions and pay.

How to Apply:

Applicants are required to include a cover letter outlining their suitability for this role. We would stress the importance of this paperwork in our selection process. **A well thought through application addressing the advertised essential and desirable criteria for the post will be considered far more favourably than a generic covering letter and CV.** Full details of the expectations of the advertised grade are available on request.

Applications are being handled by UK Shared Business Services, to apply please visit our job board at http://www.topcareer.jobs/Vacancy/irc247133_8830.aspx

Applicants who are unable to apply online should contact us by telephone on +44 (0)1793 867000.

Closing date for receipt of applications is 18 November 2018. Interviews will be held on or around 4 December 2018.

BGS provides a range of flexible working options including flexible working patterns, compressed hours and home working so if you have a need for flexibility, please raise this in the recruitment process when your needs, balanced with the requirements of the role, will be fully considered.

UKRI values diversity and welcomes applications from all sections of the community. People with disabilities and those from ethnic minorities are currently under-represented and their applications are particularly welcome. There is a guaranteed Interview scheme for suitable candidates with disabilities.

The British Geological Survey is an Investors in People organisation and has achieved Bronze status for Athena SWAN – a scheme that recognises an organisation's commitment and progress in developing a diverse and inclusive workforce.



Specific Skills Criteria		
	<i>Essential</i>	<i>Desirable</i>
QUALIFICATIONS	BSc in Design, Computer Science or equivalent experience	
EXPERIENCE	<p>Significant professional experience (and evidence) of UX/UI work – expected to be in the region of 2 or more years</p> <p>Rapid prototyping.</p>	<p>Background in project management and research</p> <p>Familiarity with interaction design and information architecture</p> <p>Experience working with data and data scientists to turn their insights into digital products</p> <p>Examples of building interfaces powered by data</p> <p>3D design, game engines or other tools that can be used to communicate spatial data</p> <p>A/B Testing</p>
KNOWLEDGE	<p>Proficient in prototyping tools (e.g. UXPin, Balsamiq, Wireframe.cc, InVision, Axure).</p> <p>Up-to-date knowledge of design software (e.g. Sketch, Adobe Illustrator and Photoshop).</p> <p>Good practical knowledge of HTML/CSS/JavaScript.</p> <p>Broad knowledge of design trends and emerging technologies.</p>	<p>An appreciation of the needs of our target stakeholders (such as the UK researcher community, citizens interested in science, industrial consumers of digital products)</p>
SKILLS AND ABILITIES	<p>Strong visual design skills in a variety of media.</p> <p>Ability to use own initiative to solve problems.</p> <p>Analytical mind with a business acumen.</p>	<p>Strong drawing skills.</p> <p>Excellent attention to detail.</p>

	<p>Team spirit; strong communication skills to collaborate with various stakeholders, including technical developers.</p> <p>Good time-management skills (specifically with regards to getting the UX work done in good time for developers to progress).</p> <p>Willing and able to challenge client perceptions.</p> <p>Ability to work unsupervised and as part of a team.</p> <p>Ability to adapt to changing priorities.</p> <p>Ability to learn new technologies and methodologies.</p> <p>Ability to lead a team and contribute to a cultural change in use of UX/UI within software development practices.</p>	
PERSONAL QUALITIES	<p>Proactive in approach to understanding the needs of our users and scientist stakeholders.</p> <p>Approachable.</p> <p>Alignment to BGS Core values.</p> <p>Able to travel off site/ abroad if required.</p> <p>Potential to help shape the future role of UX and user centred design within BGS.</p>	
MOTIVATION	<p>Demonstrates an interest in their own Continuing Professional Development.</p> <p>Demonstrates curiosity and a drive to resolve design problems</p>	<p>Enthusiasm for geology and the geosciences.</p>

