

Consultancy Terms of Reference

Giga, Senior UI Designer

Division: Office of Innovation

Duration: 12 months

Duty Station: Barcelona (if not local, candidate to be open to relocate)

Summary

We are seeking a talented Senior UI Designer to join Giga, an innovative technology team, aimed with one mission, to connect every school in the world to the Internet - and every young person to information, opportunity and choice. The UI Designer will join Giga's dynamic design team that works closely with technical experts to develop, prototype and advise on new products and solutions that will help us achieve our ambitious connectivity goal by 2030.

About Giga – A United Nations initiative

UNICEF and ITU have launched [Giga](#), a new initiative to connect every school to the internet. It also serves as a platform to create the infrastructure necessary to provide digital connectivity to an entire country, for every community, and for every citizen.

Providing connectivity to the world remains a challenge. According to the ITU, nearly 3.7 billion people remain unconnected from the internet, and by extension, unconnected to digital products and services that could dramatically improve their lives. Approximately 29% of 18-24-year-olds, most of them in Sub-Saharan Africa, do not have digital access (~360m people) and thereby lack access to the same information, opportunity and choice as their more-connected peers. Unless things change, a big part of this rapidly growing group of young people is in danger of being left behind, excluded from the modern digital world. United Nations Children's Fund

Closing the digital divide requires global cooperation, leadership, and innovation in finance and technology. Giga leverages data, innovative finance and new technologies to bring the power of meaningful connectivity to fast-track young people's access to educational resources and opportunities.

About UNICEF

UNICEF is the world's largest child-rights organization and works in some of the toughest places to reach the most disadvantaged children. To save their lives. To defend their rights. To help them fulfil their potential. Across 190 countries and territories, we work for every child, everywhere, every day, to build a better world for everyone. And we never give up.

UNICEF has a 75-year history of innovating for children. We believe that new approaches, partnerships, and technologies that support realizing children's rights are critical to improving their lives.

Purpose of Appointment

Giga seeks a creative, passionate, and self-motivated UI Designer to evolve, and maintain, the ongoing development of Giga's Product Suite. The individual who is equal parts visually aesthetically strong as technically skilled, also has innate drive for 1) Designing state-of-the art interfaces 2) Maintaining user-facing design sensibilities across products and 3) Collaborating with diverse interdisciplinary team to communicate and execute ideas.

Giga is in the growing stage of developing a series of tech products as part of a larger product offer/suite. The individual in this position will own Giga's UI development, leading products from design concept stage, development, to MVP launch and performing data-driven, iterative improvements.

As part of Giga's design team, The UI Designer will be working closely with a UX Designer, a Graphic Designer and a Design Lead (Brand). The Giga Design Team is a small but multi-tasking team working in an agile way, developing multiple products simultaneously in an ambitious tech-startup environment. The team collaborates closely with external developers/vendors for the product design development.

The UI Designer will also serve to advise on new products, solutions and global trends that will help our products achieve the goal of connecting every school and every community to the Internet.

Giga takes large ideas and makes them a reality; so being able to communicate complex and abstract ideas using data-driven decisions and clear visual, verbal and written language is crucial. The candidate should exemplify a strong expertise in Agile/Lean practice and interface design for web-based designs, apps, data information systems, information architecture and systems mapping design.

Experience designing products across various devices and platforms, ideally for low-bandwidth environments is favored.

Main Responsibilities

- Own and lead the product UI lifecycle, from prototype, MVP launch and ongoing versioned iterations, working closely to UX Designer, Design Lead and external engineering teams.
- Work closely with the larger Giga Tech Team to continue a healthy evolution and the global scale of current and future Giga products such as Giga Maps, Giga Counts, and our NFT and Blockchain products.
- Work and improve on Giga's current UI design system.
- Implement UI-specific design processes to current team workflows.
- Validate wireframes and create high-fidelity mock-ups that support the technical development of websites, applications, software, and dashboards while ensuring that branding and technical guidelines are upheld across these platforms.
- Work as part of Giga's Design Team in the development of visually impactful and innovative designs enhancing the visual identity of Giga.
- Maintenance of the Giga brand across multiple channels and the development of internal and external facing visual assets to support this, ranging from product design to the global giga.global website.
- Coordinate the work of vendors /external partners who will support or iterate on concepts already established by the Giga team, providing design leadership, guidance and ensuring quality of their work.

Minimum Qualifications:

- Bachelor's degree in Design, Graphic Design, Web Design, Human-Computer Interaction, Computer Science, a related field, or equivalent practical experience.
- Minimum of 5 years of professional experience in tech product design or UI.
- Experience working with technical/UX design teams to build user interfaces and interactive prototypes, across multiple platforms such as desktop and mobile (Android and IOS)
- Strong understanding of design systems and front-end architecture for products, websites, mobile applications, data visualization and content management systems.
- Strong use of best practices for responsive layouts.
- Expertise and in web design, best design practices of web layout, colour, composition graphics and imagery.
- A critical design taste and a high attention to detail.
- Expert level knowledge in design tools using tools; Figma, Sketch, Adobe CC, and Invision.
- Problem-solving skills and knowledge of capabilities and limitations of web-based technologies such as HTML, JavaScript, CSS.
- Ability to lead and turn ideated products and wireframes into prototypes keeping in mind a user-centered approach.
- Skills in communicating and influencing product design strategy.

- Portfolio highlighting multiple projects and your direct contributions.
- Fluency in English.

Description of Assignment

Tasks	Deliverables	Time Frame	Payment
Review of current Giga UI Design System	<ul style="list-style-type: none"> - Onboard and familiarize with current design system - Review and analysis of current Giga UI design system, including individual products, and strategy forward. 	Month 1	10%
	<ul style="list-style-type: none"> - New designs as requested by development team and new features incorporated to them. 	Month 2	10%
Development of current Giga UI System	<ul style="list-style-type: none"> - Development, improvements and finetuning of current design system 	Month 3, 4	15%
Design new prototypes	<ul style="list-style-type: none"> - Interactive mock-ups based on UX design and product intention. 	Month 5	5%
	<ul style="list-style-type: none"> - Feedback and supporting product metrics for MVPs and supporting product metrics for MVP and versioned launches - New designs based on feedback 	Month 6	10%
	<ul style="list-style-type: none"> - Low- and high-fidelity mock-ups to support product release(s) and collaboration with external vendors 	Month 7	10%
Design of UI Design system <u>Phase 2</u>	<ul style="list-style-type: none"> - Design strategy for the next phase and evolution of the Giga UI design language, including look, interactivity and branding. 	Month 8	10%
	<ul style="list-style-type: none"> - Second phase of the Giga UI Design System. 	Month 9, 10	15%
	<ul style="list-style-type: none"> - Adapted design system based on user research - Strategy and roadmap for implementation of new design system 	Month 11	5%
Completion of contract	<ul style="list-style-type: none"> - Hand in progress report 	Month 12	10%

How to Apply

- Interested applicants are required to submit a full CV, three (3) references as well as a Personal Letter.
- Interested applicants are required to submit a Financial Proposal with an all-inclusive fee, including daily rate in USD.
- Applications without a financial proposal will not be considered.
- Portfolio and web link showcasing previous work and projects.