

UI/UX designer (fresher)

Company: [Company name]

Location: [Location] | Work mode: [Work mode]

Employment type: Full-time | CTC: [CTC for the full-time role]

Joining: [Joining date] | Apply by: [Apply by]

About [Company name]

[About your company]

About the role

[Company name] is hiring a fresher UI/UX designer to join the [Team] team. You will help design the screens and flows people use in our app or website. Each one goes from a rough wireframe to a polished Figma design that developers can build. You will work with a senior designer, a product owner and developers, test your designs with real users, and learn how we maintain our design system.

What you will do

- Turn requirements and rough sketches into low-fidelity wireframes and user flows for new screens.
- Design high-fidelity screens in Figma for mobile and desktop, following the design system and brand style.
- Design every state of a screen, including empty, loading, error and success, and not only the ideal path.
- Build clickable prototypes to walk stakeholders and test participants through a flow.
- Help plan and run usability tests with a handful of users, and write down where they got stuck.
- Support user research by drafting interview or survey questions, reviewing competitor apps and summarising what you find.
- Create and update reusable components and styles in the design system file.
- Prepare files for developer handover with organised layers, spacing notes and exported assets.
- Check the built screens against the design (design QA) and log differences for the developer.
- Take feedback in design reviews and revise quickly, noting what changed and why.

What we are looking for

- A portfolio of two or three projects that show the process: the problem, research, wireframes, final screens and what you learnt.
- Working skill in Figma, including components, auto layout and prototyping.
- UX basics: user flows, information structure and usability principles.
- UI fundamentals: spacing, grids, type hierarchy, colour contrast and consistent components.
- Understanding of responsive design and a mobile-first approach.
- Basic accessibility awareness: readable contrast, sensible tap sizes and text that can scale.
- Ability to explain your design choices and to accept critique.

Good to have

- Familiarity with Material Design or Apple's Human Interface Guidelines.
- Basic HTML and CSS, enough to talk to developers about what is easy to build.
- Experience designing for several languages, small screens or slow connections.
- Simple motion or micro-interaction work in Figma.

- Experience running a usability test, even with classmates.
- A design challenge, hackathon or competition entry.

Who can apply

B.Des, M.Des, BFA, B.Tech, BCA and BSc (multimedia or animation) graduates fit, as do holders of diplomas in UX or interaction design. Self-taught designers are welcome if their portfolio shows how they work.

How to apply

Apply through this job post by [\[Apply by\]](#). Shortlisted candidates will hear from us about the next steps.

UI/UX designer intern

Company: [Company name]

Location: [Location] | Work mode: [Work mode]

Employment type: Internship | Duration: [Internship duration] | Stipend: [Stipend for the internship]

Joining: [Joining date] | Apply by: [Apply by]

About [Company name]

[About your company]

About the role

[Company name] is looking for a UI/UX design intern to work with our product design team. You will create wireframes and screens in Figma, tidy design files and learn how usability testing works on a live product. This suits students of design, computer science and multimedia courses who have one or two portfolio projects to show.

What you will do

- Create wireframes for small features from a senior designer's brief.
- Apply the design system to screens so that spacing, type and colour stay consistent.
- Organise Figma files by naming layers, building components and tidying pages.
- Review competitor apps and record screenshots, patterns and problems in a shared document.
- Help set up usability test sessions and take notes during them.
- Export icons and images in the formats developers ask for.

What we are looking for

- Studying for, or recently completed, a degree or diploma in design, computer science, multimedia or a similar field.
- A portfolio link with at least one project, which can be a college assignment, showing the process.
- Figma basics: frames, components and auto layout.
- An eye for alignment and spacing.
- Openness to critique from designers and developers alike.

Who can apply

B.Des, M.Des, BFA, B.Tech, BCA and BSc (multimedia or animation) graduates fit, as do holders of diplomas in UX or interaction design. Self-taught designers are welcome if their portfolio shows how they work.

How to apply

Apply through this job post by [Apply by]. Shortlisted candidates will hear from us about the next steps.

Screening questions to add to your job post

1. **Which portfolio project best shows your own contribution, and why? Share a view-only link if you are allowed to, or offer a private walkthrough.** Look for a relevant project and a clear account of the candidate's decisions. Arrange reviewer access where needed, and do not require confidential work to be made public.
2. **What is one change you made to a design after showing it to a user, teacher or colleague?** A fresher who has iterated on feedback understands the process. A vague answer suggests the screens were only styled.
3. **A checkout screen loses many users at the UPI payment step. What would you check first?** Good answers examine the flow before redesigning: error messages, the switch to the UPI app, field format, button size and loading delays.
4. **Name one accessibility check you run on every screen.** Any specific check, such as text contrast, tap size, labels or not relying on colour alone, shows real habits. 'I keep designs accessible' shows none.
5. **A developer says your design is hard to build. What is your first step?** Good answers ask which part is hard and offer an alternative that keeps the user's goal. Poor answers defend the pixels or give in.
6. **Which Figma features do you use to keep a set of screens consistent?** Look for examples of using components, variants, styles or auto layout to keep screens consistent. Ask how a change was applied across screens, rather than scoring feature names alone.