Gap Inc

User Experience Designer (Interaction) Intern

Experience Preferred
Entry Level
Location
San Francisco

Qualification

• Portfolio which demonstrates minimum 2 years experience in Interaction Design,
• Credits earned towards a Masters or Bachelor’s degree in either Interaction Design, User Experience Design, Human Factors, HCI, Cognitive Psychology or related field, graduate-level work a plus.
• Knowledge of user-centered interface design processes, methodology and UI best practices.
• Ability to design interface solutions across a range of devices (e.g. desktop computer, mobile phone, tablet, retail point of sale system).
• Ability to perform competitive analysis and communicate findings.
• Ability to build prototypes to communicate design concepts and to be used in customer research.
• Willingness to work collaboratively in cross-functional teams.
• Extremely detail-oriented, flexible and able to work in a fast-paced environment.
• Strong communication skills. Able to present concepts in a clear and convincing manner to a broad range of audiences.
• Experience with many of the following tools
  o Axure, Sketch, Omnigraffle, Adobe CS
  o Basic understanding of HTML and CSS is a plus

Description

The GapLabs team within Gap, Inc. is looking for exceptional talent with fresh ideas, cutting-edge skills, and a passion for technology. We’re not your average IT shop, and this isn’t your average internship. In your 10 weeks with GapLabs (start date – June 13, 2016), you’ll have a voice in the room, be pushed to take risks, and play a critical role in innovative projects that are transforming retail technology. Ready to get started?
What’s In It for You?
As a GapLabs Intern, you will get to meet our senior executives of Gap Inc. and our leaders in technology. You will work on individual projects as well as a challenging group project that you will present to senior management at the end of the summer.
As an intern, you will learn that we work hard, but we play hard too. We invite you to participate in events such as hanging out at a baseball game, happy hours, ping pong tournaments, volunteering in the

What is GapLabs?
The GapLabs team within Gap, Inc is responsible for creating a best in class digital and brand experience today – and ideating how our customers will interact with our brands tomorrow. The work of GapLabs impacts all brands; Gap, Banana Republic, Old Navy, Athleta, and Intermix. Your work will impact millions of people worldwide who love our iconic brands.

Please provide both a resume and a portfolio of your work.
The User Experience team within Gap Inc. is responsible for innovating and crafting the best experience wherever our customers or employees interact with technology – from online and mobile to physical stores and the applications we use to run our businesses. Gap Inc. is an exciting and fast-paced place to work.

We are looking for an intern with exceptional design and analytical skills, a designer who is inclined to look for the intersection of business and user needs to craft elegant, highly useable experiences that help Gap, Inc. thrive. As an intern, you will be fully immersed in the User Experience practice - you will take part in design workshops and reviews, sit in stakeholder meetings, observe research studies lead by Consumer Insights, and contribute to design discussions and deliverables. You will gain exposure to an in-house design team and learn how we collaborate with the business and technology teams to build new digital products for our customers and store employees.

What you get to do:
Innovate
• Work collaboratively with a product manager, our in-house research team and a visual UX designer to understand key user needs and business goals, ideate new concepts that meet the needs of both users and the business, and bring these ideas to life.

Design
• Create interaction designs and support the implementation of the designs, partnering with visual UX design, product management and GapTech developers. Projects could range from conception of a new ecommerce feature, to designing the interface for a mobile point-of-sale system, to developing the UI for an internal web-based application, to providing guidance on best practices for visual interaction for marketing content. Deliverables will include wireframes, prototypes and task flows.
• Design experiences for a range of devices, from a desktop computer, to a mobile phone, to a tablet, to a point of sale system.
• Ensure your designs work within a responsive design system and develop and maintain guidelines for our customer-facing and internal applications.
• Partner with product management and our internal customer research group to user-test your designs as needed. Contribute to the testing effort by planning test cases, working with the development team and UX designers to build prototypes, observing customers, analyzing user-testing results, and iterate designs based on research findings.
• Partner with the development team to bring your designs to life using the Agile development process. Make adjustments to designs as needed in response to technical requirements or
constraints.
• Influence
• Be recognized as a contributor in user centered design. Articulate a rationale for your work drawing on inputs gathered from competitive and customer research, user centered design principles and knowledge of human behavior.
• Communicate new ideas within the organization to a variety of audiences, from business stakeholders to software developers, through means such as: wireframes, storyboards, conceptual diagrams and/or prototypes.
• Stay abreast of trends in user experience design, emerging technologies, ecommerce and retail.