



بِسْمِ اللّٰهِ الرَّحْمٰنِ الرَّحِیْمِ



Pension Office

## **TERMS OF REFERENCE**

### **1. INTRODUCTION**

**Post:** UI/UX Engineer

**Post Type:** Permanent  
(Initial contract shall be for a period of 1 (one) year. The contract shall be extended or made permanent based on performance, upon successful completion of one year.)

**Department:** Software Engineering

### **2. REPORTING RELATIONSHIPS**

The UI/UX Engineer will report to the Manager, Software Engineering.

### **3. OVERALL RESPONSIBILITIES**

- UI/UX Engineer is responsible for the design and implementation of all the experiences a user has when interacting with digital tools, such as web or mobile application. The UI/UX designer will work closely with the Software Engineering Department for the seamless web/mobile design and the successful implementation of UI/UX best practices and principles across all digital platforms.

### **4. SCOPE OF WORK**

- Creating user-centered designs by understanding business requirements, and user feedback.
- Creating user flows, wireframes, prototypes and mockups for new product ideas..
- Designing UI elements such as input controls, navigational components and informational components.
- Plan, test and implement new designs and ideas..
- Optimize existing user interface designs.
- Test for intuitivity and experience.
- Translating requirements into style guides, design systems, design patterns and attractive user interfaces.
- Combine creativity with an awareness of the design elements.
- Identifying and troubleshooting UX problems.

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- Collaborating effectively with engineering and management teams.
- Incorporating client feedback, usage metrics, and usability findings into design in order to enhance user experience.
- Presenting ideas, concepts and design solutions to various stakeholders and incorporating feedback into designs.
- Communicate research and design ideas to the rest of the team and management.
- Strategically create new features and functionality designs based on user stories and behavior.
- Develop and maintain style guidelines documentation.

## 5. QUALIFICATIONS AND EXPERIENCE

- Bachelor's degree in Design, Software Engineering or related with minimum of 2 years of related work experience.
- OR
- Professional certificate in UI/UX development and minimum 5 years of proven related experience.

## 6. DESIRED SKILLS AND COMPETENCIES

- Proficient in prototyping tools such as Sketch, Figma, etc.
- Experience in using Tailwind CSS, HTML5, CSS3.
- Experience in using NextJS / VueJS will be an added advantage.
- Knowledge of Javascript / Typescript will be an added advantage.
- Strong team player who can collaborate effectively with different stakeholders.

