

## User Interface and Experience Design Intern

Neutrinos seeks a talented interactive designer to conceive and create user interface for an application we've developed. The UI and UX Designer is has an inquisitive mind and expresses creativity through Adobe Illustrator and other tools to build informative, usable interface for multi-touch devices and web sites.

As a central member of the project team the UI and UX Designer Intern collaborates with developers, producers to contribute prototyping, planning and implementation of their designs. The UI and UX Designer must be:

- An **effective communicator** capable of internal collaboration and external presentation
- An **experienced user interface designer** with a proven ability to make a design work across multiple platforms.
- An **innovator** capable of creating and presenting unique incremental functionality improvements that benefit the experiences of both our clients and our users.
- A **technically deep person** with knowledge of an array of file formats, reasons for selecting each and delivering finished products.

This is an excellent unpaid opportunity for an individual interested in working on leading edge software design among a team of experienced developers and entrepreneurs.

For students, we will work with your school to help you gain educational credit for participation in this internship. For professionals, we offer a chance to participate in a ground-breaking product, endorsement and networking opportunities.

Since 2005, Neutrinos has created applications for leading edge platforms including web applications, Facebook and Twitter. Headquartered in Portland, Oregon the company is now currently focused on the Apple Touch Platform.

### TO APPLY

Submit a cover letter, resume and links to either an iPhone application from which you have contributed user interface design to [rob@neutrinosllc.com](mailto:rob@neutrinosllc.com).