



Role: Product Designer

Nanome is seeking candidates for a Product Design position. This individual would play a critical role in interfacing with our Pharmaceutical and Biotech customers to carry out requirements gathering, design iterations, and feedback loops to help guide the development of Nanome's virtual reality software and its integrations into our customers' existing workflows.

About Nanome:

Our virtual reality software for molecular modeling and simulation that allows users to manipulate molecular structures with their hands and collaborate with anyone in the world. Our customers range from top pharma companies, biotechs, graduate-level research labs to entry-level chemistry classes. We are an early-stage, revenue-generating, VC-backed startup that spun out from UC San Diego. We have previously built a blockchain-based platform for scientific collaboration and have a blockchain development division.

Location: San Diego Innovation Center (The Pyramid in Miramar)
7310 Miramar Rd Suite #410, San Diego, CA 92126

Commitment: Full time (Local or Remote)

Duties and Skills:

- End-to-End designer proficient in all aspects of the design process starting from discovery/research all the way down to prototyping and everything else in between
- Work directly with stakeholders to understand their needs, use-cases, and product requirements
- Create unified design systems that will assist users in solving complex problems in AR/VR that maintain a cohesive experience throughout the application
- Proactively seek and provide the team with feedback from customers and application scientists in hopes to continuously improve the quality of the product
- Create user personas, user-flow diagrams, and iterate on design mockups based on stakeholder feedback
- Setup and run white-board design sessions for product ideation/brainstorming and convert those concepts into well thought out designs
- Research existing computational chemistry applications to reference in the design sessions
- Develop advanced Graphic Design from wire-frames to Low-Fi and High-Fi mockups
- Has a keen eye for visual design, highly proficient in typography, color, and layout; maintaining a balance of functionality and aesthetics
- Continuously iterate on designs and share with stakeholders while gathering feedback

- Work closely with Engineering to make sure that all the functional and non-functional requirements are being met
- Customer logistics (corresponding with and organizing international virtual meetings)
- Validate and test designs by organizing and conducting Usability Studies
- Develop clickable prototypes and present to the team

Required:

- Previous industry experience with Product Design or Interaction Design roles
- Flawless written and spoken English
- Strong empathy for the user, understanding and investigating their pain points while designing solutions that address those pain points
- Enthusiastic about science and technology
- Extremely well organized and meticulous
- Client-facing experience
- Take a client's initial concept and comes up with a creative solution
- Must have strong presentation skills, be unafraid to challenge the current status quo of design when presenting to the team

Bonus:

- Interested in startups culture
- Public speaking experience
- Located near San Diego
- Be creative but also analytical and task-driven
- Experience working with real-time collaboration applications
- Experience with Design Sprints
- Can create illustrations

Perks & Benefits:

Conveniently located by lots of breweries (HQ)
On-site Bar at HQ
Friendly, young and lively startup culture
Unlimited PTO & Remote Policy