

# User Interface Developer



## Details

Under the direction of the Managing Director, Visual Design & Branding, the UI Developer will work closely with design teams to create prototypes, demos, and products to explore and communicate concepts and designs for rich-interactive products and services like mobile consumer apps, hospital informatics systems, tablet-based financial tools, and complex desktop software.

If you've got what it takes, please email us your resume along with cover letter (stating why you want to work at Cooper) to [careers@cooper.com](mailto:careers@cooper.com)



## Key Responsibilities

- + Develop prototypes and digital products for clients.
- + Collaborate with designers on the creation of new prototypes and demos for clients, portfolio pieces and other projects as assigned
- + Establish prototyping and development workflows to allow visual designers, interaction designers and prototypers to collaborate smoothly through rapid design iteration
- + Manage and improve the company web and mobile sites
- + Work with client development teams and partners to ensure successful implementation of designs.

## Skills and experience we are looking for

- + BS Computer Science or equivalent
- + 3-5+ yrs dev experience
- + Excellent knowledge of HTML5 and CSS3
- + Experience working with jQuery and/or other JavaScript libraries
- + Ability to work in a team environment, from making pixel perfect sites/apps that meet the design requirements to integrating code with the back-end development team
- + Ability to build custom interface components and clean, portable code with keen understanding of object-oriented design
- + Working knowledge of Photoshop and/or Fireworks; able to cut up comps from the design team
- + In-depth knowledge of browser quirks and how to address them

## Bonus Skills

- + Extra bonus points for experience with .NET/WPF, Java Swing, Flash, Objective C/Cocoa, or really any other modern UI technology
- + Experience with non-traditional and custom hardware interfaces (multi-touch, Kinect, Arduino, etc.)
- + Familiarity with AfterEffects

Other things we're looking for in our dream candidate: an eye for detail, a collaborative temperament, a professional attitude, a good sense of the aesthetics of motion (i.e. animation), and a strong desire to learn and keep up-to-date with front-end technologies and trends.

This is a new role at Cooper and there are many opportunities to define and grow this practice.