

# Product Designer

Brand owner • End-to-end UX • Embedded in QA • AI-fluent

<b>Role</b>	Product Designer — owner of brand, UX, and visual quality
<b>Location</b>	Fully remote
<b>Seniority</b>	Open — we hire on demonstrated taste and ability, not years of experience
<b>Tooling</b>	Figma as primary. AI design and content tools (e.g. Midjourney, ChatGPT, Claude, Sora, Runway, Galileo, Magic Patterns, V0, etc.) expected as part of your daily workflow.
<b>Reports to</b>	Founder; collaborates daily with engineering and QA
<b>Hiring process</b>	30-min intro call → portfolio walkthrough → short paid design exercise (brand + UX brief, ~6–8 hrs) → working session with the team → founder chat & offer

## About JurneeGo

JurneeGo is building a child-safe AI learning product. We believe AI can be one of the most powerful learning tools ever made for kids — but only if it is built with care, with strong safety as a default, and by people who genuinely sweat the product details. We are early, well-supported, and moving fast.

## The role

We are looking for a **Product Designer** who can own the entire design surface of JurneeGo — the brand, the UX, the visual identity, the marketing site, the in-product experience, and everything kids and parents see, touch, or feel. This is not an executor role. You are the one calling shape, color, motion, tone, and flow, end to end. You also sit close to engineering and QA: design that does not ship at the right quality bar is design that did not happen.

**What we mean by ownership.** No design committee, no five-person review chain, no "the agency will do brand later." You are the agency. You set the visual language, defend it, evolve it, and apply it everywhere — from the logo to a 12-pixel icon inside the app. If a screen feels off, that is your problem to fix. If the brand feels generic, that is your problem to fix. We will trust you with the surface area and expect you to use AI tools to move at the speed a small team needs.

## Areas of ownership

Area of ownership	What it means
<b>Brand identity</b>	Own the JurneeGo brand end to end — logo, type system, color, illustration style, motion language, voice and tone. Build a brand that is unmistakably ours, that parents trust on first glance, and that kids find friendly without feeling babyish. Maintain a living brand guideline that everyone on the team can use.

Area of ownership	What it means
<b>Product UX</b>	Design the entire in-product experience — onboarding, learner flows, parent and teacher views, settings, edge cases, error states, empty states. Sweat the details: spacing, hierarchy, copy, microinteractions. Validate flows with real users (kids and parents) when possible and iterate based on what you observe, not what you assumed.
<b>Visual quality</b>	Be the person who refuses to ship something that looks wrong. Run the visual bar across web, mobile, and any other surface we add. Build and maintain a component library in Figma that engineering implements faithfully.
<b>Marketing &amp; surface design</b>	Design the marketing site, social assets, app store listings, parent emails, and any other touchpoint between JurneeGo and the outside world. Every surface is a chance to build (or break) trust.
<b>Embedded in QA</b>	Join the QA loop alongside our QA Lead. Review builds during the dev cycle the way QA reviews features — but with a designer's eye. Catch visual regressions, broken spacing, off-brand copy, and UX bugs before they reach release. File design QA issues with the same rigor as a functional bug report.
<b>AI-driven design workflow</b>	Use AI tools as a core part of how you work — generating concepts, exploring directions, drafting illustrations, iterating on copy, producing assets at scale. We are not testing whether you can hand-draft from a blank canvas; we are testing whether you can direct AI to produce <b>on-brand, on-quality</b> output and have the taste to know when it is right.

## What you will do day to day

- Drive new features from problem to high-fidelity design — discovery, sketches, prototypes, final specs.
- Maintain and evolve the brand and the design system as the product grows.
- Sit in on engineering standups and pair with engineers while features are being built, not after.
- Walk through builds with the QA Lead before release; flag visual and UX issues with the same rigor as functional bugs.
- Use AI tooling fluently — for visual exploration, illustration, copy, and asset production — and know when to override what it produces.
- Talk to users when it helps. Watch a kid use what you designed. Adjust accordingly.
- Push back on product or engineering decisions that compromise the experience. Be the user's voice in the room.

## What we are looking for

### Must-haves

- **A portfolio that demonstrates real ownership** — brand work, product work, or ideally both. We want to see things you took from blank page to shipped.
- **Strong visual taste.** You can look at a screen and know what is wrong, even if you cannot articulate it for thirty seconds. Then you can articulate it.
- **End-to-end UX skill.** Information architecture, flows, interaction details, microcopy, edge cases — not just pretty static frames.
- **Fluency with AI design and content tools** as part of your normal workflow. You can talk concretely about prompts that worked, output you rejected, and how you keep AI outputs on-brand.

- **Comfort embedded with engineering and QA.** You can read a build, file a clear design bug, and pair with an engineer to fix it.
- **Strong written communication and self-direction.** Fully remote means your Figma files, your annotations, and your Loom videos do most of the talking.

### Nice-to-haves

- Experience designing for kids, families, or any consumer product with a high care-bar.
- Motion and prototyping skills (Rive, Lottie, After Effects, or strong Figma prototyping).
- Light front-end fluency — you can read HTML/CSS, tweak Tailwind, or open a pull request to fix a margin without waiting on engineering.
- Illustration or visual art background, or a clear visual signature in your work.
- Experience building and maintaining a real design system across multiple platforms.

### What we are not screening for

- A specific number of years of experience.
- A FAANG or agency pedigree. Most of the best designers we know have neither.
- A massive case-study deck. We would rather see three projects in real depth than fifteen at thumbnail level.

## Why this role is worth your time

- **Full brand ownership from day one.** No legacy guidelines to fight, no design committee. You shape what JurneeGo looks like for years.
- **Real impact on kids.** Education products that work change lives. The look, feel, and tone are part of why they work — or do not.
- **AI-native by default.** You will work with cutting-edge tools and have the freedom to bring in whatever helps you ship faster without losing quality.
- **A real seat at the table.** Embedded with engineering, embedded with QA, in the room with the founder. Your voice on the product is heard, not filtered.
- **Fully remote, async-friendly.** We hire adults who manage their own time.

## Hiring process

- **Intro call (30 min)** — we get to know each other and you ask us anything.
- **Portfolio walkthrough (45–60 min)** — pick two or three projects and walk us through your process, the constraints, what you cut, and what you would do differently now.
- **Design exercise (~6–8 hrs, paid)** — a small brand + UX brief specific to JurneeGo. We are looking at how you frame the problem, your visual direction, and how you used AI tools as part of the work.
- **Working session (60–90 min)** — walk us through the exercise, discuss your decisions, and pair with engineering on a small handoff scenario.
- **Founder conversation** — talk about the company, the next 12 months, and whether the fit is mutual.
- **Offer.**

## How to apply

Send a short email to [aiden@jurneego.com](mailto:aiden@jurneego.com) with: a one-paragraph intro telling us why this role, a link to your portfolio (with two or three pieces you'd like us to pay attention to), and a brief note on how you currently use AI tools in your design workflow. A CV is welcome but not required if your portfolio speaks for itself.

We read every application. We reply to every application.