

# MOBILE UX/UI DESIGN INTERN



**Term:** Full-time, 4 months

**Start Date:** May 2025 (flexible)

**Duration:** End of August 2025 (flexible)

**Location:** On-site, Remote, Hybrid

**Reports to:** Senior UI/UX Designer

**Compensation:** Paid Internship (competitive hourly rate)

## COMPANY OVERVIEW

Monark is redefining leadership development with Leadership Intelligence—AI-powered insights that analyze real-time interactions to help leaders make better decisions, support their teams, and drive people-first cultures. As workplaces evolve and expectations grow, we equip modern managers with actionable, in-the-moment guidance to lead with clarity and confidence, every day.

## POSITION OVERVIEW

Monark is seeking a passionate and creative student to join our team as a Mobile UX/UI Design Intern for the Summer of 2025. This paid internship offers an exciting opportunity to gain hands-on experience in designing intuitive and engaging mobile user experiences. You will work closely with our senior UX/UI designer and product team to contribute to the development of our mobile leadership development product, focusing on user research, wireframing, prototyping, and visual design.

## KEY RESPONSIBILITIES

- **Mobile-First Design:** Assist in the design and development of user-centered mobile interfaces for our product.
- **User Research:** Participate in user research activities, including user interviews, usability testing, and analyzing user feedback.
- **Wireframing and Prototyping:** Create wireframes, user flows, and interactive prototypes to communicate design concepts.
- **Visual Design:** Develop visually appealing and consistent UI elements, adhering to our brand guidelines.
- **Collaboration:** Collaborate with designers, developers, and product managers to ensure seamless integration of design solutions.
- **Design Documentation:** Maintain and update design documentation, including style guides and component libraries.
- **Stay Updated:** Keep up-to-date with the latest mobile UX/UI design trends and best practices.

## QUALIFICATIONS

- Currently enrolled in a college or university degree or diploma program in Design, Human-Computer Interaction (HCI), a related field.
- A strong portfolio showcasing your design skills, particularly in mobile design.
- Proficiency in design tools such as Figma, Sketch, or Adobe XD.
- Understanding of user-centered design principles and methodologies.
- Excellent communication and collaboration skills.
- Ability to work independently and as part of a team.
- A passion for creating exceptional user experiences.
- Knowledge of mobile operating system design guidelines (iOS, Android) is a plus.

## WHAT YOU'LL GAIN

- Practical experience in mobile UX/UI design.
- Mentorship from experienced design professionals.
- Opportunity to contribute to a real-world product.
- Exposure to the entire product development lifecycle.
- A competitive hourly wage.
- A great addition to your professional network.

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Please submit your resume, portfolio, and a brief cover letter outlining your interest in the position to [dave@leadwithmonark.com](mailto:dave@leadwithmonark.com). Applications will be reviewed on a rolling basis. Only those receiving interviews will be contacted.