



Job description - Product Designer (UX/UI) Intern

About Inarix

Inarix offers AI services for agricultural environments. Our cereal qualification tools provide powerful digital alternatives to complex hardware solutions. Inarix successfully launched its first product in 2020 generating strong revenues from top-tier clients in France.

We are now seeking to expand our cutting-edge technology and reach out to new customers throughout the world. Our Team grew from 5 to 35 people within 48 months and we are planning on expanding our team with 10 more specialists within the next year. <https://www.inarix.com/>

About Inarix Product Offer

Inarix mobile app *Pocket Lab* allows users to take pictures of their crops, send them to a dedicated SaaS platform and immediately access useful information. Our digital solution has a radically different value and can both substitute to existing solutions and provide new tools to help the agricultural sector face its multiple challenges.

Behind the scene, we run state-of-the-art deep learning algorithms to precisely qualify crops through images. We offer a simple and powerful digital alternative to current expensive time-consuming tools.

Our online portal provides real-time data monitoring tools and analytics to help our clients manage their operations.

Working at Inarix

Inarix operates as a *remote-first* company, primarily functioning in a distributed manner.

We equip you with the necessary resources to work efficiently from home. We appreciate this flexibility and the diversity it brings. This internship is partly conducted remotely and partly in our Paris Montparnasse offices. Field missions can also take place at our clients' or partners' premises in France or abroad.

About the position

As a Product Designer at Inarix, you will have the opportunity to contribute to the redesign and continuous improvement of our product interfaces, including native IOS and Android mobile applications as well as a web platform.

You will work closely with our Product Manager team and another Product Designer, reporting directly to the Chief Product Officer.

Proficiency in Figma is essential for successfully carrying out your tasks.

Missions

- To understand the product vision and user expectations
- To participate in co-design workshops (Design Sprint, Design Thinking workshops)
- To participate in interviews and meet our users
- To participate in the design of user journeys
- To create wireframes and functional prototypes (Figma)
- To provide the development teams with the necessary elements for the integration of the design

Requirements & qualifications

Must Have

- High proficiency in Figma
- First experience (including internships) in interface design
- Expertise in the entire UX design cycle
- Professional level of oral and written English

Nice to Have

- Knowledge of the agricultural environment
- Skills in lean UX and design thinking
- Understanding of accessibility issues

To apply, please contact :

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and specify *Product Designer UX:UI Internship Application*