



truematter Internship

User Experience (UX)

About truematter

We are user experience experts who define, create, and test digital products (sites, apps, and software) that are highly useful, easy to use, and loved.

What We're Looking For

This is a ground-floor opportunity to delve into the world of UX, including research, information architecture, documentation, testing, and more. You'll learn more than you can handle and build a basic level of expertise.

Required Skills & Qualities

We don't require experience, but we do look closely at your resume, capabilities, and degree track. UX pros are not all the same. Backgrounds and emphasis can vary.

- **Degree Program** – We're looking for interns pursuing degrees like:
 - Human Computer Interaction (HCI)
 - Information Science / Library Science
 - Journalism / Communications / English
 - Interactive Design / Visual Communication / Graphic Design
 - Computer Science or Engineering
 - Psychology
- **Software Skills** – Strong Proficiency
 - *Required* – Microsoft Office
 - *Strongly Desired* - Adobe Creative Suite (e.g., XD)
 - *Strongly Desired* – Wireframing and/or prototyping tools (E.g., Sketch, Axure, etc.)
- **Comfortable with Learning Code** – Not scared of web development and learning more about it. If you're not already knowledgeable about development, show us a willingness to learn at least basic HTML.

- **Learning & Curiosity** - Relentless desire to learn and immerse yourself in all things UX. Willing to quickly learn new tools and approaches.
- **Independence** - The ability to make things happen with extraordinarily limited direction. Excellent proactive attitude, take-charge personality and “can-do” demeanor.
- **Personal Organization** - Ability to multi-task and meet tight deadlines.

Warning – We do sites and apps RIGHT.

We march to the beat of actual users. Everything we do is based in researching, interacting with, observing, and meeting the needs of actual people. If you’d rather not do these things, this isn’t the internship for you.

Responsibilities

Learn User Experience

Immerse yourself in creating digital experiences. Learn the principles of UX and apply them to your work.

Work Closely with Team Members

Contribute to defining, strategizing, and documenting UX solutions.

Do Research

Participate in client discovery and user testing sessions.

Evaluation Criteria

Applicants will be evaluated based on requirements (above), online samples, interview, and references.

Hours & Trial Period

- 10-20 hours per week, on site (paid).
- 4-week trial period to verify skills and fit.

Send resume, cover letter, and optional portfolio or samples to:

Truematter

ideas@truematter.com

750 Meeting Street
West Columbia, SC 29169

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