

## Role Title:

Volunteer UX/UI Designer (Open-Source Platform)

## Organisation:

Tell My Truth and Shame the Devil C.I.C.

## Location:

Remote (globally)

## Commitment:

full-time, evenings ,weekends acceptable (unemployed, semi-retired, retired, career changer, recent graduate preferred.)

## About Us

Tell My Truth and Shame the Devil C.I.C. is a UK-based Community Interest Company dedicated to supporting survivors of child sexual abuse (CSA) and empowering young people across all communities.

We are building a **safe, digital ecosystem** that will allow individuals to share their stories, access support, develop skills, and be part of a healing and empowered membership community.

Our work sits at the intersection of:

- Trauma-informed care
- Digital innovation
- Community empowerment
- Storytelling and advocacy

## The Opportunity

We are currently developing an **open-source website and internal systems**, and we are looking for a **UX/UI Designer** to lead the design of a platform that is:

- Emotionally safe
- Intuitive and accessible
- Scalable across multiple services
- Built with survivors in mind

- clean lines and top quality

This is not just a design role — this is an opportunity to **shape a digital experience that will impact thousands of lives.**

## Key Responsibilities

### User Experience (UX)

- Design user journeys for:
  - Survivors sharing their stories
  - Volunteers and staff interacting with the system
  - Students accessing training and opportunities
- Conduct user research (where appropriate and ethical)
- Create wireframes, user flows, and prototypes
- Ensure trauma-informed and emotionally sensitive design decisions

### User Interface (UI)

- Design clean, modern, and accessible interfaces
- Develop a consistent design system (colours, typography, components)
- Ensure mobile-first and responsive design
- Collaborate with developers to bring designs to life

### Platform & Systems Design

- Contribute to the UX of:
  - Internal dashboards
  - Learning platforms
  - Community spaces (forums, content hubs, bookclub ,etc.)
- Help simplify complex systems into intuitive experiences

### Collaboration

- Work closely with:
  - Founder and leadership team
  - Developers (open-source contributors)
  - Content creators and marketing team
- Translate vision into practical, user-centred design

## Essential Skills & Experience

- Experience in UX/UI design (portfolio required)

- Proficiency in tools such as:
  - Figma (preferred)
  - Adobe XD / Sketch (optional)
- Strong understanding of:
  - User journeys and information architecture
  - Accessibility (WCAG standards)
  - Mobile-first design principles
- Ability to think both creatively and strategically

## Desirable (Not Essential)

- Experience designing for:
  - Non-profits or social impact organisations
  - Mental health or trauma-informed platforms
- Understanding of open-source collaboration
- Basic knowledge of front-end (HTML/CSS)
- Experience with community platforms (e.g., forums, learning systems)

## Personal Attributes

We are looking for someone who is:

- Empathetic and emotionally intelligent
- Passionate about social impact
- Reliable and committed
- Able to work independently and take initiative
- Open to feedback and collaboration

## What You'll Gain

- The opportunity to **build a meaningful, real-world platform from the ground up**
- A strong portfolio project with social impact
- Experience working within a growing organisation
- Future paid opportunities as the organisation scales
- A chance to directly contribute to **changing lives and communities**

## Safeguarding Note

Due to the nature of our work, all team members must approach the role with **sensitivity, confidentiality, and respect**. Exposure to sensitive topics may occur.