



Genelec is the global leader in the design and manufacturing of active loudspeaker systems for professional and high-quality installation and home applications. Founded in Finland in 1978, our customers include the world's finest recording studios, broadcasters and public spaces, complemented by a rapidly growing community of customers creating and enjoying music at home. We are a company driven by purpose, innovation and passion, with high ethical standards and a total commitment to quality and sustainability.

We are now looking to strengthen our team with the addition of a **UI/UX Designer**, who will form a key part of our highly focused marketing technology team. This is a unique opportunity to bring your skill and creativity to one of the world's most highly respected audio companies.

As a UI/UX designer you will be responsible for designing premium touchpoints and intuitive user experiences across our digital platforms by focusing on usability, accessibility and brand alignment to further improve the Genelec experience for our growing audience.

You are a collaborative team player as you will be working closely with our global marketing, sales and R&D teams, and occasionally liaising with external IT service providers. You will need to work systematically to a very high standard and occasionally to tight deadlines. Attention to details and empathy are personal key characteristics in understanding our customers' needs, behaviours and emotions to design touchpoints that truly resonate with our global audience.

In return, we will offer you a meaningful and satisfying job in an international, dynamic, and inspiring working environment. Your colleagues will be passionate, professional and performance-oriented, and in this position, you will have an excellent opportunity to develop your professional skills.

Technical & design skills required:

1. User interface design (UI)
 - Experienced and skilled in designing responsive interfaces for desktop, tablet and mobile devices
 - Proficient in working with design tools such as Figma, Adobe XD, Sketch or similar
 - Ability to work within and evolve a consistent design system
 - Proficient in layout, hierarchy, typography and effective use of colour
2. User experience (UX)
 - Proficient in wireframing, user flows and interaction design
 - Ability to map complex processes into clear UX patterns
 - Familiar with usability heuristics and UX best practices
 - Comfortable in conducting user research, interviews and interpreting data
3. Prototyping and testing
 - Experienced in building interactive prototypes for stakeholder feedback and usability testing
 - Ability to quickly iterate based on test feedback and usage data
4. Accessibility and inclusion
 - Knowledge of WCAG 2.1 standards
 - Designing for screen readers, colour contrast, keyboard navigation etc.

You are not expected to code but understanding HTML, CSS, JavaScript and being aware of constraints in CMS platforms are advantages as is familiarity with responsive frameworks. You have a degree within computer science or design, coupled with 3+ years of experience as an UI/UX designer. You possess strong communication and cross-functional collaboration skills and are fluent in English both written and verbal.

Please send your application with CV and salary expectations by August 31st, 2025 to paula.ruotsalainen@genelec.com and state **UI/UX Designer** in the mail subject. As all applications will be reviewed anonymously, please write your contact information only in your message but not in your application nor CV. If you require further information about this role or the work involved, please contact Olli Hassinen by phone at +358 40 718 6212 during office hours (09:00–16:00 EEST), or via email at olli.hassinen@genelec.com.