

( Full time

Frankfurt

〔€65-85k )

Loot & Perks

Do you design clean, modern interfaces—and know how to make them move in ways that feel organic? Do you think in layout, typography, and hierarchy—but also timing, easing, and flow?

We're looking for an Interactive & Motion Designer who brings our brand & products to life through purposeful motion. Someone who translates ideas into experiences, and takes ownership of motion and interaction across our entire digital ecosystem.

If you're passionate about how things feel as much as how they look, and you thrive at the intersection of design, storytelling, and technology—let's talk.



### Key responsibilities & tasks

- Design intuitive, consistent user interfaces for web and mobile—and bring them to life with motion and interaction that guide and delight users
- Develop and maintain motion principles, animation systems, and interaction patterns that enhance usability and emotional connection
- Own the motion design domain: ensure conceptual, technical, and visual consistency across products and media
- Create micro-interactions, transitions, loading and state animations that enhance clarity while feeling effortless and alive
- Define component states, transitions, and motion guidelines for scalable reuse across design systems
- Prototype ideas in the relevant design and software programs and tools
- Support our marketing and communications teams with animations for product explainers, campaigns, and hero visuals
- Continuously refine quality through thoughtful iteration, detailed feedback, and documentation
- Share knowledge and best practices through workshops, reviews, and documentation
- Collaborate closely with engineers and product teams to ensure designs are feasible, performant, and purposeful
- Contribute to a culture of design excellence, innovation, and teamwork



### Required qualifications

#### Basic education and skills

- Degree in digital design, interaction design, visual communication, or a related field
- · 2+ years of experience in UI or motion design (freelance or part-time work counts—as long as the projects were ambitious and meaningful)
- Strong conceptual and analytical thinking—able to translate complex ideas into clear visual and motion concepts
- · Solid understanding of software technologies and trends (e.g., tools, frameworks, libraries) and how design interacts with them
- Proficient in Figma for interface design and prototyping, plus one or more motion tools (e.g., After Effects, Lottie, Framer, Rive)
- · Basic understanding of HTML, CSS, JavaScript, SVG animation, including performance and feasibility considerations
- · Portfolio that showcases exceptional motion design and interactive work—where motion enhances usability, clarity, and storytelling.

#### Personality and way of working

- · Quick comprehension and empathy for both human and technical aspects of interaction design
- · Enjoy working in interdisciplinary teams of engineers, designers, writers, and product specialists
- Passionate about learning, feedback, and continuous improvement
- · Hands-on, structured, and driven by curiosity—with a love for details that make motion feel effortless
- · Great communicator—able to articulate complex design and motion decisions clearly to engineers and stakeholders

It's not just your qualifications that matter, but who you are and what you want to learn and achieve in the future.

Come by and get to know us. Drinks are on us! 🖞



# Come for the vision, stay for the team

# Top locations, prime equipment

Our offices in the hearts of Frankfurt and Kassel are designed to foster connection, collaboration and community.

Together, we make sure we have the very best tools for our daily work—and when it comes to tech and equipment, we are picky.





Frankfurt

Kassel





# Teamwork on and off the field

Creativity and camaraderie are key to innovation. That's why in-person collaboration is at the core of how we work.

Outside the office, our Christmas and summer parties, and team events offer plenty of chances to connect with each other.

# Continuous improvement

Self-reflection and continuous improvement are an essential pillar of our work. It's important to keep learning and experimenting; have a spirited debate over coffee, borrow a book from our library and participate in our Academy to deepen your knowledge in tech, communication, design, economics and more.













## ...and we've got all the other perks and benefits

Flextime, fruit and fantastic coffee—not to mention our team breakfasts and parties—we have it all because someone like you took the initiative.

And if you need to relocate to join us, we support you through the entire process.

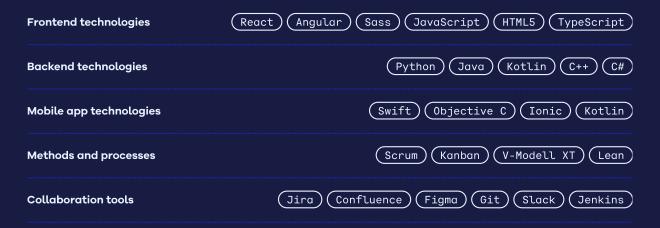




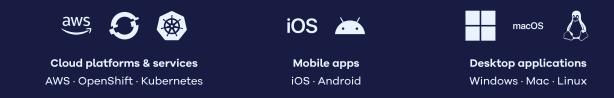


# Technologies we excel with

#### We use...



### to build...



for enterprise applications and consumer software.

# **Domains**



We develop and leverage our knowledge across many industries and sectors, but we always try to build software that serves real life.



Founded as a developer tool company, we now help businesses monetize and sell digital products. We're building the Yatta Platform to enable scalability with B2B tech. Our mission: Help create the next super-unicorns by giving their customers brilliantly simple access to products and services.

#### Contact

Artur Lang +49 69 2475666-10

Office Frankfurt Bockenheimer Anlage 46 60322 Frankfurt

Office Kassel Universitätsplatz 12 34127 Kassel

### **Next steps**

To get in touch, just drop us an email at careers@yatta.de.

You might want to include your CV and/or a link to your LinkedIn profile.

