

### **Why join us:**

Dream11.com is the world's largest Fantasy Cricket & Football Game, with an exponentially growing user base of 1 million+ users. Our mission is to make every game exciting for sports fans globally. We are a mobile-first VC-funded startup in the sports, gaming and e-commerce sector.

Dream11.com is rapidly expanding, for which we need smart, self-motivated and sometimes crazy people who can get sh\*t done.

Between Monday Chaat, Tuesday AstroTurf Football/Cricket, Wednesday Massages and Thursday outings, we never stop competing in internal fantasy leagues for prizes - because Dream11.com's motto will always remain the same: Work Hard, Play Harder!

Oh, and did we mention that we also have generous Stock Options?

### **A Quick Summary:**

Do you want to create Mobile & Web products that millions of sports fans around the world use daily? In this role you will provide your expertise in interaction design (especially for Mobile) and a key contributor to the development of product design strategy at Dream11.

### **What you'll help us with:**

- Develop, present and document detailed interaction and functional specifications. You will have to ensure that the resulting design systems support and enhance the products' brand identity
- Seek out support for your strategic initiatives and leverage the design knowledge of others in your efforts. You evangelize roadmaps for deployment and education to UX design and production
- You are responsible for identifying, establishing, and executing projects that positively impact the overall User Experience throughout the products and services we design
- Excellence in design communication
- Actively identify areas for improvement in design and interaction design practice. You should make firm recommendations to advance these areas and secure sponsorship to ensure action is taken based on your recommendations
- Support company priorities by contributing to the ongoing development of guiding design principles based on business objectives and evangelizing their use
- Think through cross product design challenges. Explore various alternatives, select appropriate solutions and actively resolve issues in a timely and harmonious manner
- Lead the process of user-centered design for interaction design at any point in the development process. Contribute toward building a better understanding of the value of interaction design within the team and share your expertise through documenting and discussing best practices and case studies
- Evangelize the advancement of interaction design as a discipline across the Dream11 team. You may supervise other interaction designers, providing direction and being accountable for their design work

### **Only if you already have:**

- You should be a college graduate preferably with a degree, masters or PHD in Game Design, Graphic Design, Industrial Design, HCI, or Computer Related Design/Interactions
- Examples of proven success in executing on tactical and strategic initiatives
- Advanced applied knowledge of UCD principles and have a strong understanding of brand identity and know how to build systems to support brand values
- Familiar with the challenges of developing for both domestic and international audiences.
- Experience of working in an agile environment

### **It's a bonus if you also:**

- Love sports 😊

### **Our captains and vice-captains:**

1. Harsh Jain (Co-Founder & CEO; <https://www.linkedin.com/in/harshj22> )
2. Bhavit Sheth (Co-Founder & COO; <https://www.linkedin.com/in/bhavitsheth> )
3. Abhishek Ravi (CTO; <https://www.linkedin.com/in/raviabhishek> )
4. Bhushan Parulekar (CPO; <https://in.linkedin.com/pub/bhushan-parulekar/b6/192/393>)