Color Theory to help you choose your Theme

Learn how contrast affect your design

Typography

Search

Use gradients for a more elegant look

The Golden Rectangle and The Golden Spiral

Square

Golden Rectangle

Grids

Learn to create stylish forms

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What to do Next

Open up the Gate of Right Direction Towards the Best
Destination for Your Career.

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Learn UI Design

If you've arrived here, it indicates you've finished the UI design book and have a good understanding of the subject. I'm sure the lesson was enjoyable. I hope you read everything to gain knowledge rather than just skimming the content.

Knowledge is the most significant factor in achieving success in any career. You can receive the courses from anyplace, but nothing will get you on the road to success unless you comprehend them. You must use your knowledge in conjunction with the book's resources.

Let me give you an example – In a classroom full of students, teacher teaches everyone with the same procedure and knowledge. Then how is it that some get the higher grades in comparison to others? The answer here is the way to acquire the knowledge. Students who get less grades, either they have the less capability or they are not interested. So if they are not even interested in topic still attending the lecture, there's loss of two things. TIME and

MONEY.

In the same way, if you just bought the book and not going through it thoroughly, you can't get those principles. Learning is the most important part in any field. You cannot do anything without knowing about the work that you want to do.

So, I guess, you have the proper knowledge on UI design by now so why not move further?

When you'll go for others courses or books, you'll be just provided with the information related to the topic. Once you learn that, now what? You get blank there.
I had a friend who was interested in music. So he went to an academy for his music degree. He was really talented and had high hopes. Once finished his course, the academy handed him a certificate, and that's it. He was totally clueless about what should he do next, to whom should he meet.

Well, here's not like that. I've wrote this E-Book – **"What to**

do Next" where you'll learn everything that you can do after learning the UI design. There are many options to choose in this field. Well, I can't guarantee about you getting the place to any agency, but I'm sure that this will give you an idea or will clear the path to your goal. So ya..., without wasting any time, let's dive into the first option...

Freelancing

Well, after you achieved the goal of learning UI design, the best thing you can do in the first place is Freelancing. So let me start this chapter by explaining what Freelancing is actually.

What is Freelancing?

If you're new to freelancing and want to know what freelance jobs are and what freelancing involves. Consider it your go-to resource for all the things in freelance. In this book, we'll concentrate on how to start your online journey working from home as more and more items move to an internet platform. Yes, that is conceivable. This chapter outlines the steps you should take to become a freelancer, and believe us when we say that YES... YES YOU CAN!

So, what freelancing is after all?
Freelancing is a unique manner of working in the employee vs. entrepreneur debate. Consider it a halfway point.

Freelancers are self-employed individuals who work for a number of different companies. It sounds intriguing. Isn't that so? The client hires a freelancer for a specific project, service, or task (or conventionally the employer).

A freelancer works on multiple projects for different clients at the same time. A freelancer must manage their priorities, time, and workload, as well as file their taxes. That may seem like a lot to take on, but there's nothing quite like being your own boss. A freelancer can work from anywhere in the world, but it usually involves working from home at certain times.

If you're wondering what freelancers do, the truth is that they do practically everything. As a freelancer, you can work in a variety of fields, including writing, editing, consulting, marketing, design, ICT, virtual administration, social media management, and more. Freelancers are usually experts in their fields and work on their own. They can, however, work in person.

Entering freelancing world of UI designers

There are many people whom I know are working as a freelance UI designers since many years. They also faced lots of problems while working with clients from all over the globe. Now, the same mistakes and problems should not affect you in a way, for that, this book is being written. Here you'll get answers to every of the questions that'll help you stepping up in the freelancing world in UI design.

Level up your Skill

The first and the most important topic in this freelance chapter is Levelling up your designing skills. Skills are the gems of your freelance career. If you don't have very good or solid-skill or very real skill, you cannot earn at all. Let's discuss what does that mean. level up your skill. This is the first factor that is going to set you apart from other freelancers or the freelancing crowd.

Know your skills

First thing is that most of the new UI designers don't know is that which skill they need to pursue. Sometimes they go, "Okay, I am going to learn 3Ds Max. I saw my friend his earning a lot on 3Ds Max. I should learn 3Ds Max." After some time, they are going to say, "Okay, I have seen a lot of jobs on mobile app development. I should learn Android development and something like this." This is really strange, you should not do something like this. Try to choose your skill or the hill you are trying to climb.

First decide which path you are going to go. Then you need

to learn the latest tools, techniques, and methods that you'll need to climb that hill. This is going to really set you apart from the crowd. Go to the top of that hill, go to the top of that skill, then try to expand that skill into different skill sets. A lot of things which newbie freelancers miss is that they don't get much grip on the basics. So, Make your basics STRONG.

Don't try become Jack of all Trades

It's important not trying to become jack of all trades. The world is moving very fast. Technology is moving very fast. A lot of new tools, new methods, new technologies, they are emerging with a lot of speed. That doesn't mean you have to have thw knowledge of everything.

Having the knowledge on a particular topic instead of breaking the piece of your mind into thousands is not going to give you the success. Try to master one topic and slowly move onto other. You should always keep improving yourself. Never stop learning.

Allocate daily time for learning

If there is a very new technology, don't try to switch too fast. Try to first learn it, with some good extent, then switch towards it, like Photoshop and Sketch. A lot of UI designers, they know that Sketch is a new UI design tool. But I have seen a lot of senior designers that haven't switched to it yet because they are still learning Sketch.

So first try to learn that new tool and then go to the switch. Now also mind the learning curve. If you are learning a new thing, it will take time, learning curve will be difficult in the end, it will be very slow, so don't switch too early.

Now the key takeaways here are, keep improving yourself. Never stop learning and keep in mind that if you are going to learn a new thing or you are going to leave the old tool, then it will take some time to get used to it. The other thing I tell a lot of newbies or freelancers is that try to combine your skills to create a relevant skillset. Don't try to mix skills that are not relevant, like you are mixing 3Ds Max and HTML. They have no correlation with each other. Learn skills that

are related to your major-skill, so it is like just growing a tree. If you have a tree, try to see whether you can plant more leaves on it, or maybe you can have a red fruit on it. So this is the variety, green leaves, your trunk is brown or maybe blackish-brown, and your fruit is orange or something like that.

Communiation Skill Matters

Communication skills are the most basic and most needed skills in any job. It doesn't matter if you are a freelancer or you are doing a permanent job, if you don't communicate your ideas well to your fellow team members or your CEO, you are doomed. Let's discuss how we are going to get good communication skills, because a lot of people from different part of the countries/ overseas that are not native English, they get a lot of problems talking to clients or communicating with them. They have poor English. Even though they have a lot of good skills like designing or they are very good designers or very good developers but they cannot communicate well. So this keeps them away from getting good clients.

Let's see what we can do about communication skills. Now, the question is, how well can you communicate? Now, why is it important? Because if you can't communicate, you cannot sell yourself. Selling yourself is a basic need in freelancing.

Also, if you are going for a job, hiring managers think that

that this skill is the key skill, even for designers or developers.

Now, what about design briefs? If you are given a design brief or a development specification document for any website, how are you going to understand that or how are you going to turn that into a beautiful code or a beautiful web design?

So if you can't understand the language or can't understand what the design brief is saying, you are not going to do well in your end result. Also, when your client is telling you about their requirements via e-mail or maybe via direct phone call, and you cannot understand what is it he saying, then I think this can create a lot of big problems.

Now, the key takeaways is that communication is the key to all job success, even permanent jobs or freelance jobs and it helps getting your idea across. If you can't get your idea across to your CEO, your management or marketing team, I think you cannot work very well.

Now, why is communication the most necessary skill? Because in job interviews, even in topped-all, when they interview freelancers, they are going to go with this very necessary question and it will be - for developers, can you explain why you have used this method or this JavaScript code? For designers, can you tell us about your process or idea behind this project, how you came up with this idea? What is your daily design process? So you're going to explain your work in all these job interviews so be prepared for this. Communication skills are the key over here.

Now to the point where a lot of us lack – *How to improve your communication skill?*

Many people will tell you to improve your communication skills, but how to do that, well, that's what we're looking for as an answer. Let me give you something...

Online Courses

The first option is that you get a lot of courses online from where you can learn the communication skill. So you can just binge to any of the courses online and begin your studies.

Improve Listening Skill

The second option here is that you can try watching cartoons or movies in English with subtitles. I know that you might have got this a lot from others, but trust me. It's the most effective way to understand the language. So start watching those movies in English with subtitles.

If you have any online courses on Udemy or any other platform, try to learn those courses. Now, the second part is that try to watch cartoons, movies with subtitles. So if you don't get any word or any line, try to rewind it and listen again and again. This is the first technique I tell a lot of newbies or the people who struggle communicating in English. First thing is that you need to develop your listening skills. So if you can't listen to the English accent and you

cannot interpret what he is saying, then this is a very big problem. This is the first step. Then you need to come towards the spoken English. First, you need to listen and then you need to communicate back. So this is how it is going to work.

Don't Focus on Grammar

The next tip is that I would recommend you to not to look into the grammar while you are speaking. Many of us in our own country, we learn grammar first and then start with the communication. This is the same method that we'll required to practice the English language.

Check Your Body Language

This means not crossing your arms, not looking the other way all the time, and not fiddling with your desk or pen. Keep eye contact with the other individual so they know you're paying attention.

Double Check before hitting the Send Button

Spelling and grammar checkers are lifesavers, but they are not foolproof. Double check what you have written, to make

sure that your words are communicating the intended message.

Keep it Short and Specific

Practice being brief but yet quite specific to provide enough information for the other person to understand everything that you are trying to say, either verbal or written. It's important not to give too much information or useless one. So, no beating around the bush!

Smile and keep a positive attitude

Whenever you smile or have a positive attitude, people automatically will respond positive back, even on the phone. It acts more like an encouragement and brings positive workflow and matters getting done more quickly than on a grouchy note.

Effective workplace communication is a basis for success, both for your organisation and for your own pleasure.

Presenting Your Work

One thing that can set you apart from other freelancers is how you present your work. So presentation really counts. Even you have designed a very simple logo, if it is presented well, it can really get a good impact on your client. So here I'm going to share with you some of the tips for designers and developers, how to present your work. So let's get started.

Present Your Work Using Awesome Mock-Ups

So mock-ups are available on a lot of free websites, freebies. So try to download a good mock-up for your branding design or your mobile app or your website. Now, what it is going to do is it is going to really give a boost to your work, your design, and it is really going to show them your work in real context. So if you are a guard, and you have designed business card, it is going to look really nice if you can show them two cards on a table or something like that. So what mock-ups do is they allow clients to see your design in context and in real word. So it can really impact their thinking and their imagination. So it is really going to

give your work boast.

Now, if you need, you should purchase premium mock-ups. So if you really want to get a good impact, try to purchase really nice premium mock-ups that can be available on theme forest or even to website or fewer that websites try to buy premium mock-ups.
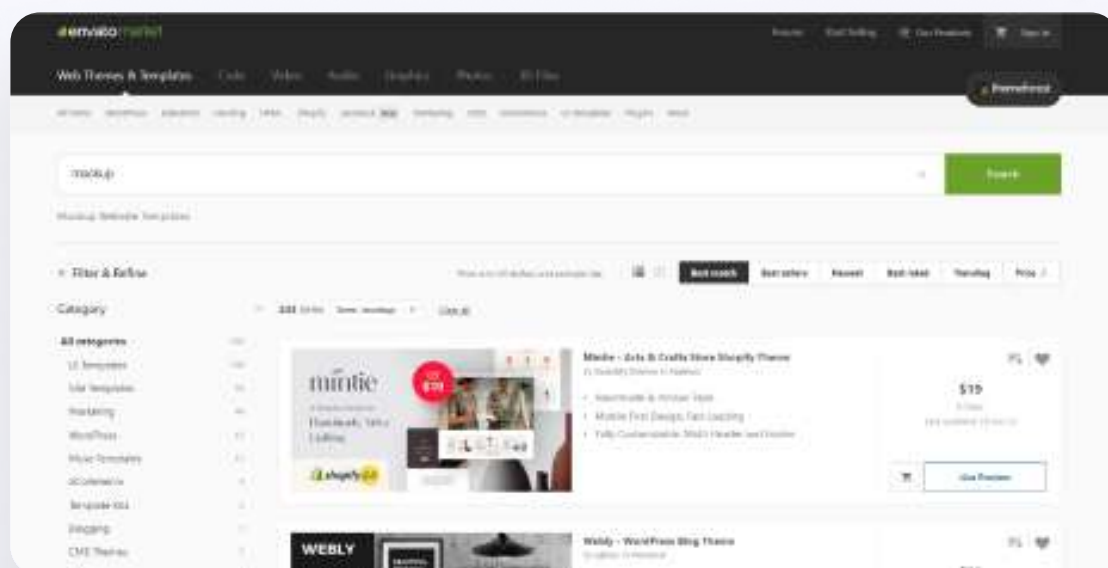
Make sure, whenever you are about to show your presentations or mockups, just present them in a complete package. Suppose for example, if I had to present my mockup work for an app, I would just present it to them with the final mockup on the mobile to them. Look below for the example.

Be Professional

A lot of freelancers, they are lazy, they do not respond in time or maybe they don't show a lot of respect to the clients or maybe professionalism. I have seen in my experience that this happens a lot. Let's see what we can improve in our professional behavior to get good clients and good client attention.

The first thing to remember is that you should always answer to a client's email or phone call in a professional manner. Don't be too strict or too funny; instead, strike a balance between the two. The second thing to remember is that if you have a disagreement with your customer, or if you have a fight with your client, you should address the problem with patience and composure. Do not become enraged or engage in a battle with your clients.

They're going to offer you a lot of negative feedback. Try to stay away from the nasty reviews. The third step is that if you are unable to complete a project or meet a deadline, try to avoid them. If you have already begun a contract with a

client, let them know as soon as possible that you are unable to complete the job. Make sure you don't waste their time. The first point to remember is that if you have a disagreement with a client, you should attempt calling them or talking to them face to face on Skype. It has the ability to relieve their pain as well as relax them.

Finally, avoid using jargon phrases or verbs in your comments, such as you're to ur, or do it yourself to DIY. Clients from other nations may not understand what that means. In your response, make sure to use professional verbs and complete sentences.
Let me tell you a story that took place with me and one of the freelancer.

"I was essentially the customer, and I was using Upwork to hire a freelancer, and what happened is something I'll tell you about in a minute. I started the interview by asking if you could deal with 960 grids in HTML and STS. The freelancer boasted hundreds of abilities, claiming to be a master of the 960 grid, Bootrap, and everything, but he was

actually a CSS novice.

He'd never worked on a grid system or a Bootrap before.

Yes, I am credited with CSS, therefore please give me the project. He signed the contract, and I gave him the project, but he didn't communicate with me for three days, and after three days, I received a message stating he had terminated the contract without saying anything." What did you take away from this tale? **It was a very unprofessional act.**

Well he already would have told me earlier, but the reason he gave me instead me was that he could not handle the project. I mean how rude that was. Why would anyone like to rate any higher for wasting up the time of the client. The key takeaway from here was to just never take the projects that you might get a feeling of not getting up to the finishing line."

Instead...

If you want to know a trick to get higher ratings, well I have a cool tip for you.

If you're as lazy as I am, you can add a few days to the deadline as a buffer. What does buffer mean? It means that if you have a seven-days deadline, you should add two or three days more to it and tell them that you can finish it in ten days. They'll be shocked and amazed if you bring them early, like you said you'd deliver them in 10 days and you'll deliver them on the seventh day. They'll tell you that this freelancer is the best. He has the ability to deliver quickly, and he does so. He'll be able to address your issue in no time.

This is the same strategy used by Walmart. I've placed numerous orders with Walmart and Amazon. The difference is that, while Walmart's service isn't as outstanding as Amazon's, they do add one or two days to their delivery schedule as a buffer. But now a days, it seems, Amazon has also started applying the same strategy.

When we think of a major job, a lot of freelancers, like myself, get sluggish. I'll begin it once some time has passed, perhaps tomorrow. You're going to break down that large

project into manageable bits. Keep one or two pieces per day, attempt to finish them, and you'll be able to finish the project on time. This is all about maintaining a professional manner and meeting deadlines, as well as how to increase deadline buffer time and deliver quickly.

Awards & Certifications Play a Big Role

Let's now talk about a thing that can give you a higher credibility and more likely to get chosen as a freelancer for any client. Well, that is Awards and Certifications. If you have worked with some of the big companies earlier, or may have received any types of awards from them, just do not hesitate to point out and highlight that achievement on your resume. This is the most important point that helps you in standing out of the crowd.

People who want to hire freelancers for their work to be done, the really look for someone who is exceptional and can do their work easily. If they look at your achievements and awards, you already become their first priority among others.

The next step depends totally on your ability and skills. But the job of the awards and achievements are to highlight your profile and become the priority of the clients. So make sure to flaunt your achievements on your portfolio without thinking twice about it.

Don't Accept all Freelance Projects

As I gave you with all the do's that you're required to do, let me tell you a don't...

Don't take the projects you don't know about

I've seen a lot of novice freelancers, who have recently entered the market, make these blunders repeatedly. Here are some suggestions for avoiding them. The first decision is which project to pursue.

They all try to accept every project without having the knowledge of how are they going to finish the same. If anyone offers any project, for example – a logo design with figure or maybe a mascot design, a cartoon design type of logo, and the new freelancer do not have the knowledge about the same, they will still take that project. In a hope that atleast they'll get the project and that can be added to their profile.

Many of the people have an attitude of getting the job first.

They do not have anything in their mind about what and how to finish the taken project. Always remember to take the projects that you are well aware of. Working on those projects will give you more surety of the genre or the topicv that you know and you'll develop a strong behold on that particular topic.

This is how you learn and master something. Similarly, once finished with one topic, move on to other. Soon after sometime, you'll have the knowledge of almost every topics and you could later on cover the most of the projects being professional on almost every of the topics on your field.

Valuable Projects add Values

Before selecting any freelance project, make sure that how is that going to add value to your portfolio. We all are here for what? Creating a strong portfolio, Right? So why to select anything at ll if it's not going to add any importance in your biodata.

Doing what you Love, Makes the work Easy and Quicker

Choosing the projects that you love, sometimes also can be more important than choosing the difficult one to build up your portfolio. Suppose you are working since a long time, and yu are so tired of work. But you are required to keep on working. What will you do? Well, you can't go with the tough projects that takes time and especially a lots of mind.

You have to go with the projects that you love. While doing the work, you won't know, and the project will keep on finishing as guess what, you love it. And the work that you love, doesn't take too much time to finish. So for example, If you love designing logos, playing with the tools, Just choose those topics. You'll definitely end up feeling good and also your work will be done easily, for which you're going to get Paid. Also, remember, getting paid less for the job that you love is more than what you get for the job that you don't love.

Some Popular Freelance Websites

When looking for a reliable and famous freelance websites for ui designer on world Wide Web, you will get many there. But it is equally important to know that not every websites are dependable sources to find graphic designers.

Aside from attempting to do your own graphic design, the last thing you want to do is lose time or money by hiring the wrong freelance designer.

You need to know where to employ if you want to get the most value for your money, find a talented graphic designer with years of expertise, and obtain consistently high-quality graphic design work.

We combed the internet for the greatest freelance graphic design websites in a variety of areas, ranging from generalist platforms to design contests and even endless design platforms.

Let's look at some of the Best Freelance Websites...

1. Kimp

Kimp isn't exactly a freelance website. However, they are an excellent option for companies wishing to engage a freelance graphic designer. Kimp is a graphic design firm that charges a minimal monthly fee for limitless revisions and requests. While you can normally only work on one project at a time, Kimp allows you to obtain exactly what you want every time, regardless of how long it takes.

Kimp allows you to work on up to three jobs at once, doubling the output of other infinite design platforms. If you require a higher volume of production, you can purchase extra subscriptions.

Kimp pairs you with a team of three designers who specialise in one of three graphic design techniques (print, illustration, or digital graphic design). You also gain full ownership of your creations once they're finished.

2. Fiverr
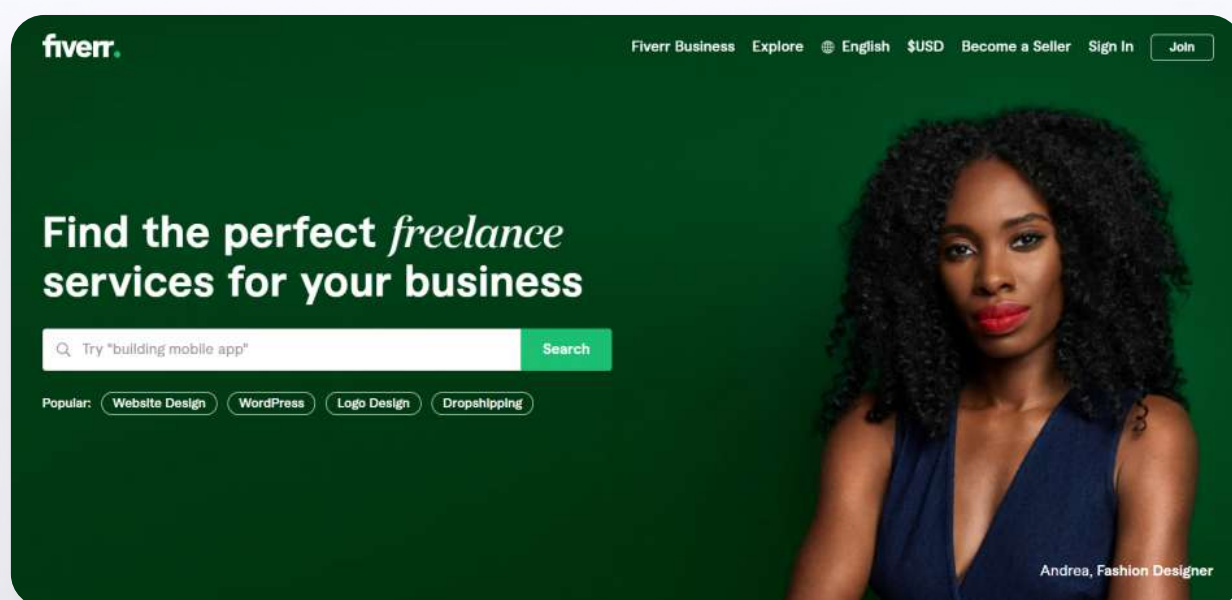
Anyone looking for low-cost freelancing work should check out Fiverr. The name was inspired by their initial offer, which included all services for $5. While they no longer use the same pricing approach, it is still possible to obtain inexpensive prices for high-quality services. Clients can explore and choose from freelancers' service offerings, tiered bundles, and rates on Fiverr.

Fiverr is a good alternative to consider if you need

something done quickly and for a reasonable price.

3. Upwork
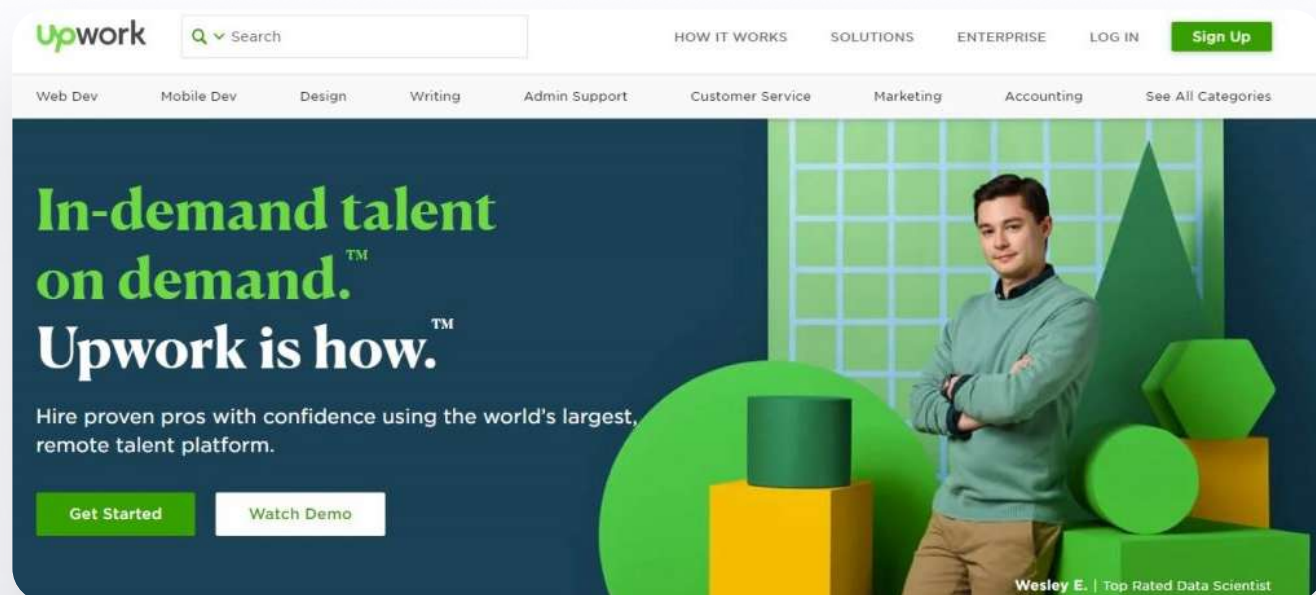
Elance Desk was the moniker given to Upwork when it was founded. Upwork is a great place to find skilled designers for your next project because it is one of the world's most popular freelancing sites for both freelancers and clients. It's simple to post a job that needs to be filled and locate freelancers. You can manually sort through the applications and contact anyone who piques your attention.

Upwork has various fantastic features, including:

➤ You can use search criteria to help you limit down your skill pool.

➤ Hours spent on the project are tracked in a work diary.

➤ Online forum for communication and comments.

➤ You can manage your project on the go using our mobile app.

4. Toptal
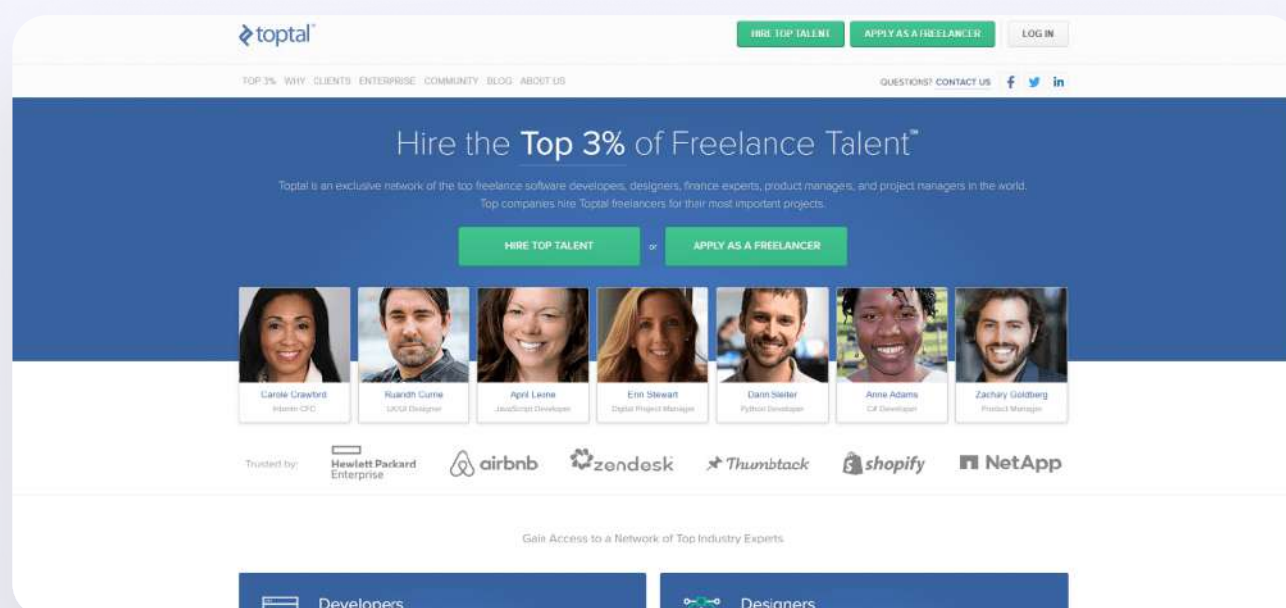
Toptal is probably the best location to hunt for the best graphic designers the internet has to offer. The website promises to be home to the "top 3%" of talent, hence the moniker.

They're noted for their thorough screening process when it comes to hiring graphic designers, with many skill reviews and test screenings reducing their candidates to the top 3% of all qualified designers. This implies that if you choose Toptal, you will be working with the best of the best. Toptal works one-on-one with each customer to match them with the best candidate or team of candidates for their individual needs. The duration of a project and the total cost of the project are two examples.

5. ManyPixels
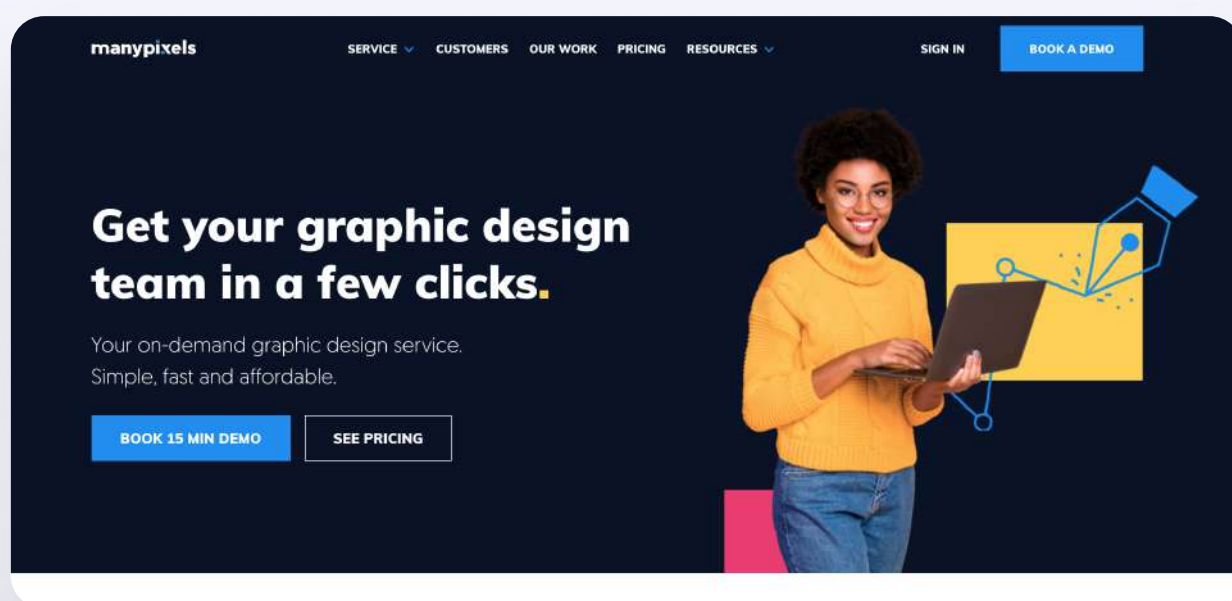
ManyPixels is similar to Kimp in that it allows you to create endless graphics. You get a dedicated designer and limitless project requests with the ManyPixels basic monthly subscription, as long as you stick to one project at a time.

Working with just one designer has one disadvantage: your turnaround will be limited to how quickly they can work. You will never be charged extra for requests or modifications. ManyPixels costs a little more than Kimp, and they don't finish as many projects every month. ManyPixels, on the other hand, is the place to go for online and mobile app design.

6. 99 Designs
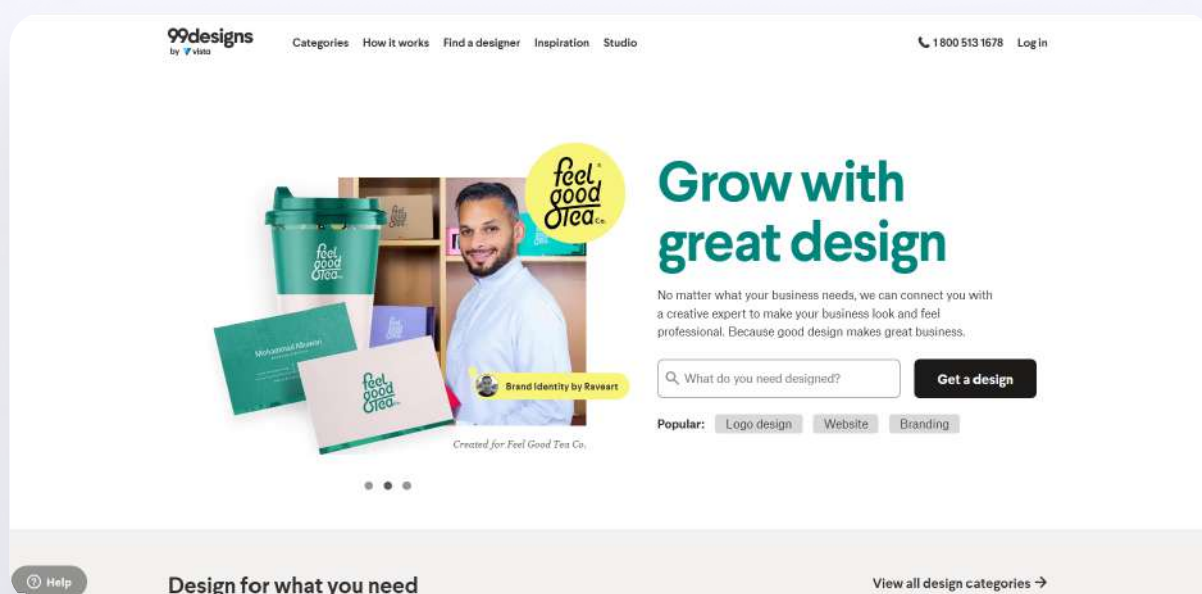
99designs is a design contest website that allows clients to choose from a pool of applicants or engage with a single designer from the start.

You can choose from over 90 different types of design work to get started. After that, you'll provide a brief for the

project you'll be working on. Designers will propose their best ideas for the final product.

You'll be able to see the designers' options as well as their whole profile, which includes information about their returning customers and how many previous design competitions they've won. One of the best things about 99designs is that it ensures your satisfaction with your design!

7. Onlinejobs.ph
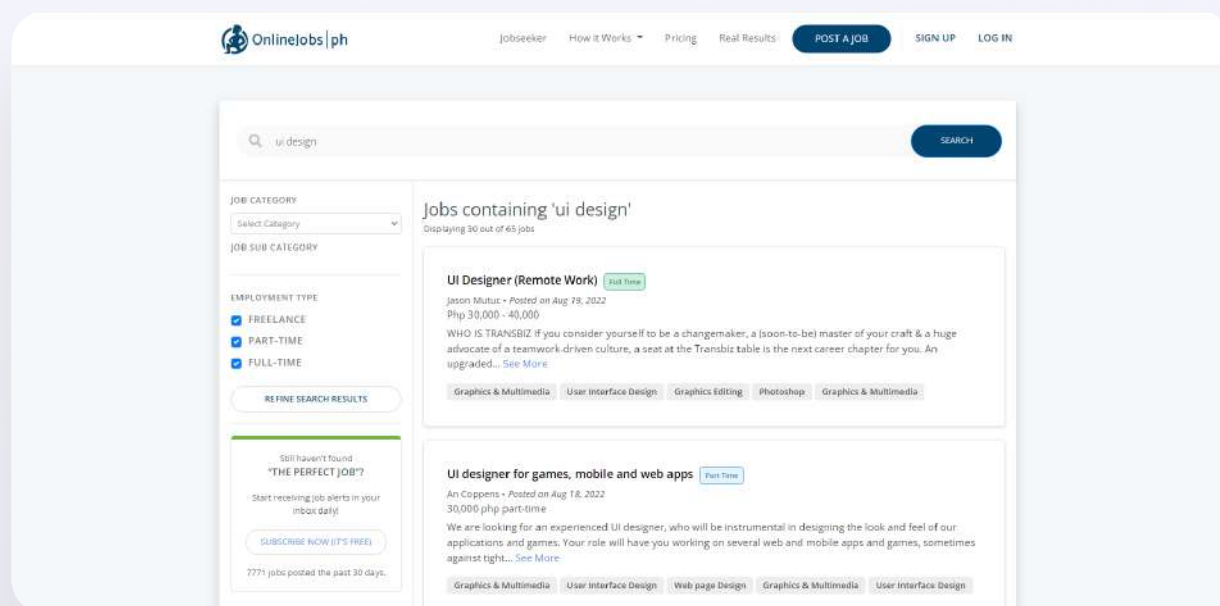
Onlinejobs.ph is the ideal location to look for creative Filipino designers. Onlinejobs.ph was founded in 2008 by John Jonas and has since grown to become the largest online marketplace for Filipino virtual assistants and specialised expertise.

This platform is unique in that it only promotes the abilities of Filipino remote workers, which has various advantages. The majority of Filipino workers speak English, making project communication simple. They're also some of the hardest-working people you'll meet, and their rates are frequently lower than those of US freelancers.

While Onlinejobs.ph is most known for its virtual assistants, it also includes members who are experts in SEO, graphic design, and conversion rate optimization.

If you're looking to collaborate with skilled Filipino designers, Make sure you take a look at Onlinejobs.ph.

8. Freelancer.com
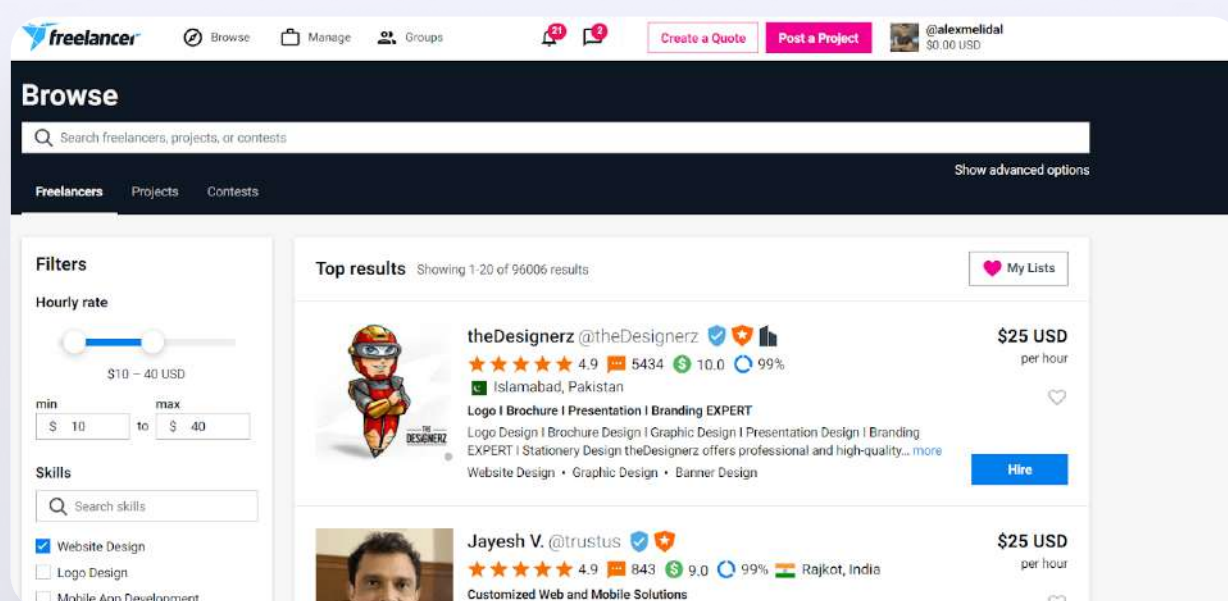
Freelancer.com, which was founded in 2009, is one of the oldest freelancing services, bringing together a large

number of outstanding graphic designers in one place online.

You may utilize search filters on Freelancer.com to verify that the candidates you employ are qualified for the job you need. You can contact designers directly or create a job posting with open applications. As an extra plus, you may conduct contests in which freelancers present their ideas and you select the best one.

Designers may establish thorough portfolios on Freelancer.com, giving you additional stuff to look at while you narrow down your options. They also provide tests to verify the freelancers' abilities and report the results to you, If you ever find yourself in this situation.

9. DesignCrowd
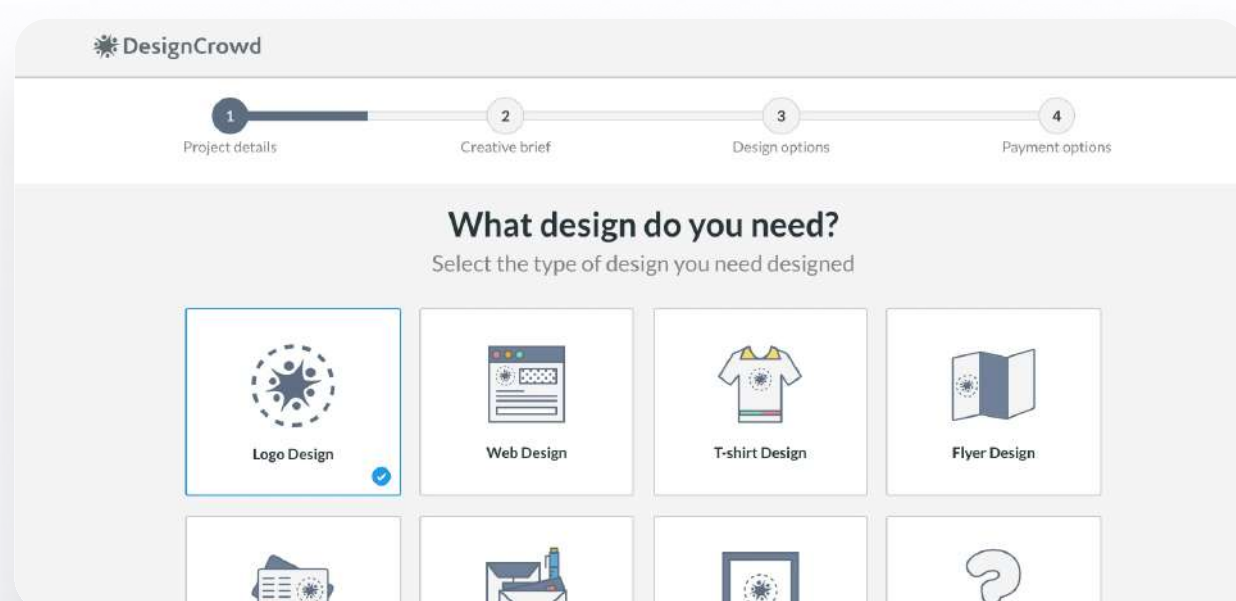
DesignCrowd is a 99designs substitute. Look no further than DesignCrowd for good design at a good price. If you're looking for a happy medium between low-cost graphic design and high-ticket platforms like 99designs, DesignCrowd could be the answer.

While designer profiles don't have as much depth as those on Fiverr or 99designs, you'll get a fair indication of each person's style and ability.

You'll appreciate the variety of categories available to help you find the ideal designer, as well as how simple it is to make a designer wishlist and begin designing right away.

10. Design Pickle
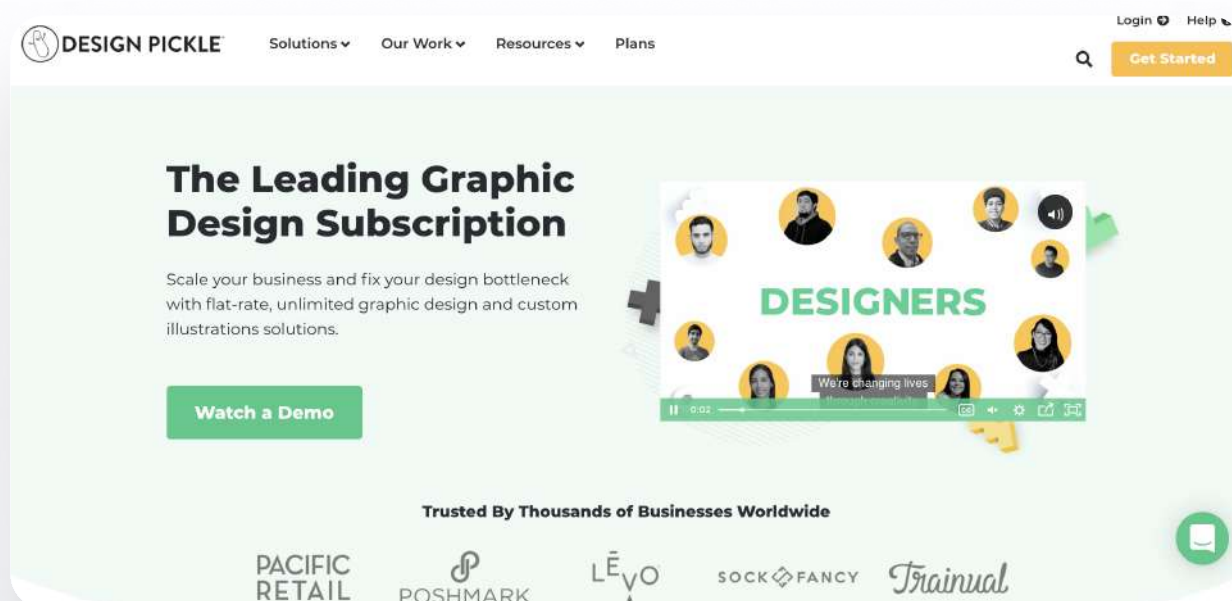
Design Pickle is the largest and most established platform among the infinite design site possibilities. While you'll only be working with one designer, unlike Many Pixels, most clients see their revision requests fulfilled fast (typically overnight).

This is a wonderful alternative for businesses looking to expand their design capabilities without incurring significant additional costs, bloggers looking to improve their brand design, and entrepreneurs looking to create successful marketing campaigns.

Points to be Noted

Okay. Now you have the list of websites that you know from where to start working at. Just make a beautiful and informative professional profile of yourself and move out to the freelancing world of UI designers. Make sure to be yourself there and add every important quality you have in you.

6 Keys to become a Successful UI design Freelancer

The difficulty was finding a single source that integrated all of the information on user experience, freelancing, and running a business together. In reality, there is no all-encompassing, miraculous book that will provide answers to everyone's questions. What may work for me may appear to be a bad idea for you.

Fortunately, you can choose from some of the greatest sources available, analyse and present them, and then make your decision. Six themes, or "important results," emerged repeatedly throughout my investigation.
What are they? Well, you'll learn everything here. So keep on reading further.

Define

Almost every publication on freelance UI work seems to mention the first key finding. I came across the word DEFINE several times.

I recommend writing these down on a notebook, followed by how you would answer to each point:

> ➤ Define your user experience design process and how you work; do you have one?
>
> ➤ Define your motive for doing freelance work; why do you want to do it?
>
> ➤ Define which projects you will and will not take on, and tell yourself that it is alright to say "no" to some of them.
>
> ➤ Define your job, when you meet with the client.
>
> ➤ Define success for yourself and your customers.
>
> ➤ Define what makes you stand out from the crowd.

Experience

This might be the key finding that stresses me out the most.

> ➤ "Do I have the necessary experience to venture out alone?"
>
> ➤ "Do I have a good name yet?
>
> ➤ "Will my work be valued?"

Do you find yourself asking the same questions? If you have, that's fine; we all do. Here's what a professional has to say about it:

"You end up reinventing what you do and expanding your services when you look deep and push yourself to come up with new methods to help your clients." Donald Cowper and Mike McDerment: How to Unlock Your True Earning Potential by Breaking the Time Barrier"

What is said here - push yourself – is something I agree with. If you don't get out there and expand your services, you'll never gain any experience.

Here are some more important considerations:

➤ It should go without saying that experience does not happen overnight, so keep going!

➤ Develop your skills and never stop learning (I cannot emphasise this enough!)

➤ You can anticipate to receive more money over time, that's exactly how it works... BUT... don't undervalue yourself because it took you less time;

you are valuable as a person with skills and qualities, and each day adds to your professional experience.

➤ Use your success stories (also known as your experiences) to land new projects and clients.

Visibility

Do the same in the design world as we are encouraged to be good citizens in our local communities. Make yourself known by being a visible, active member of design groups.

Attending local meet-ups (Meetup.com) and events is one of the finest methods to be noticed and keep current. Find UI design conferences and get-togethers where you may mix and network with other designers.

Write about your design experiences, join online groups, and keep active on social media sites such as Twitter, LinkedIn, Instagram, Medium, Facebook, Slack, Dribble, and others.

Getting your stuff out there will help you improve your online

communication skills and develop your personal brand. If you haven't already created a profile on one of these social media sites, I strongly advise you to do so now.

"Your brand is everything, and your brand is you." "Do things correctly." Shawn Perkins, Utah-based freelance creative director

Money

The subject of money, of course. How much do I charge my customers? How am I going to pay them? Will I be compensated?

Let's start with discussing money with your clients, which is where several freelancers have the most difficulty.

Learning how to talk money with a client is unquestionably a talent. But you must learn it, even if it makes you uncomfortable. This is especially critical if something goes wrong throughout the project.
Never work without getting paid.

Unfortunately, there is no secret formula for determining how much you should charge your clients for a project. But believe me when I say there's a reason. Here's one of the better ways I've come up with to express it:

"How can you place a price on selling yourself, your skills, and your experience?" Tollady, Benjamin

There are opposing viewpoints that strongly favour selling solutions and impact over simply invoicing client hours. On the other hand, some people swear by hourly billing.

So, how should you price your product? These price schemes are likely to be encountered in the freelance industry:

➤ Hourly-rate

➤ Day-rate

➤ Rate-of-project (fixed price)

➤ Hourly rate + ballpark figure

➤ Buckets of hours

The following results were reported in a 2014 survey conducted by HowDesign of over 1,000 designers for what designers were charging hourly on average in the United States:

➤ Low-end average: $26.88/hr.

➤ On average: $68.50/hr.

➤ High-end average: $190/hr

How do you know which one to choose and one would be the most beneficial to your freelance business? I particularly admire Leisa Reichelt's solution to the pricing conundrum:

"Keep track of how many individuals simply accept your rate and how many cringe and grumble about it once you've set it. If more than 1 in 4 people winces, you might want to slow down a little. If less than 1 in 4 people winces, you may need to increase your rate" Reichelt, Leisa

Finally, here are some financial insights to assist you make your freelance decision:

➤ It's fine to speak with the customer, take notes on what you learnt, then return the next day with a proposal. Always position your solution as an investment rather than an expense when speaking with clients.

➤ Examine their requirements before committing to a budget because they may not fully comprehend why they require a website, app, or other service.

➤ If talking about money makes you uncomfortable, ask other freelancers how they handle it. Before making any rapid changes into full-time freelance, consult an accountant about income taxes and tax brackets, business fees and licences, overheads, profit-loss accounts, billing, and so on.

Time

Here's some advice regarding freelance employment that could be the crucial component, the magic bullet, and the exact nugget you need to hear:

"Enjoy your free time."

What makes downtime so crucial? Returning to Leisa Reichelt's piece, she expands on that suggestion with the following consideration of your time and how you use it:

"Working for long hours endlessly is not sustainable." You'll undoubtedly have to do it at some point, but don't make it a habit. Your mental health, family/social life, and work quality will all suffer as a result. Even if you say "fuck my mental health and family," the quality of your job is a predictor of the volume and variety of your future work. Nothing you do should endanger that." Reichelt, Leisa

Keep track of your hours if you're working for a client for long periods of time. Keep detailed notes on your time - they'll be crucial for future tasks and will help you learn from your mistakes.

Remember that working as a freelancer allows you to choose your own hours. Consider your options. Freelancing can transform your life for the better or for the worse if you manage your professional, personal, and family time

wisely.

"What I do is valuable because of the impact I can have on my client's business." Donald Cowper and Mike McDerment You're not just invoicing the client for hours; you're billing for a solution that will have a long-term influence on their business.

"I'm not a sum of my hours; I'm the sum of all my skills and abilities." I am knowledge and imagination. I'm no longer thinking of myself as a punch card." Donald Cowper and Mike McDerment: How to Unlock Your True Earning Potential by Breaking the Time Barrier

Take the time to learn about the client's requirements. How is this accomplished?
Ask why—a lot.

Find out what their problems, ambitions, and motivations are by simply asking, "Why?"

Networking

Remember that someone at your next Meetup or design conference might be able to introduce you to your next project! Keep in touch! You never know when you'll meet your next client because people move around.

Another advantage of networking with the design community is the ability to inquire about rates for similar jobs. Making friends in the design world is important; perform good work, and your friends will notice, recommending you for future projects and clients.

The *truly* best method to get good job is to produce good work and have other people tell others about it so that they can hire you"- Leisa Reichelt

Build a trusting relationship with your clients, peers, coworkers, and friends, and they will refer you to their next assignment.

"*As soon as their investment in you yields tangible results,*

you become a trusted partner with whom they will continue to collaborate." They will also become your champions, pointing you in the direction of new opportunities." Donald Cowper and Mike McDerment: How to Unlock Your True Earning Potential by Breaking the Time Barrier

So, let's wrap up this section now. You've been introduced to six major aspects of freelancing that will come up at some time during your decision-making process.

To recap, define, experience, visibility, money, time, and networking are all important. If you can master these concepts, you'll be well on your way to understanding yourself and the career path you want to take.

Points to be Noted

So finally, we're ending with the Freelancing chapter. I hope you've understood everything clearly.

How quickly you get the work, depends on how unique and experienced your profile is. So in the beginning, if you don't

get a lot of clients, just don't panic already. That's not because of your talent you're your qualities. That's just because you do not have enough projects for yourself to show, Once you get along with the time, finish many of the projects, add them tin to your profile, well, there you are. Who wouldn't like to work with you?

But... just use the points that's been taught here above. Please make sure not to overshow yourself and also not to choose any project that comes around you.

Let's get some of the important points that you should always keep in your mind, if you want to be a successful freelancers.
And here they are...

➤ • Be honest

➤ • Know your UX/UI process

➤ • Love helping people

➤ • Deliver on your promises

➤ • Take pride in your work

> ▶ • Don't sell yourself short
>
> ▶ • Weed out the bad clients
>
> ▶ • Define the scope of the project first

Remember... There will be times, when you'll feel scared while not getting the work, you'll feel down on not knowing about some topics, well Guess what? That's not the end of the world

> ▶ • If talking about money makes you uncomfortable, go to TED.com and practise your public speaking skills.
>
> ▶ • Consult a tax specialist or a lawyer if the business, taxes, or legal concerns keep you awake at night.
>
> ▶ • Write down the scope of your projects initially.
>
> ▶ • It will pay off if you produce a lot of quality design work.
>
> ▶ • Keep your portfolio updated.
>
> ▶ • You are not obligated to accept every project.
>
> ▶ • Don't work for nothing. Ever.

Here's my last piece of advice to every emerging UI designers who wants to grow as a freelancer:

Never forget your humble desire to learn and value yourself as a talented, gifted UI designer.

Start Your Own Agency

You may be ready to go on to the next logical step after mastering the world of freelancing: founding a creative agency. It sounds like a fantastic opportunity, however starting an agency from scratch will be difficult.

The first thing you should know is that working as a freelancer and managing an agency are two very different things. You'll have to make a lot of tweaks. You have complete control as a freelancer over who you want to work with and who you don't.

You set your own hours, and your company only employs one individual rather than a team. You are the only one who is affected if you decide to call it in one month and accept less work than normal.

However, when running a digital agency, you will require additional clients. You'll also need extra employees on your team to assist you in taking on more clients. Those

individuals may leave their full-time occupations to work on your startup full-time or as part-time team members. What important is that there are people that want to help you expand your business.

You're responsible for more than just your own stability and future when you operate an agency. Everyone you hire will be affected by your decisions. You're either an entrepreneur or a freelancer, as Seth Godin put it. Which of the two are you?

"Entrepreneurs employ money (ideally other people's money) to create a company that is larger than themselves. When entrepreneurs sleep, they generate money. Entrepreneurs concentrate on expanding and scaling the systems they create. The greater the number, the better."

Choosing to open a creative firm is a major step. There are various things you should know and several decisions you must make before taking the plunge.

What is Creative Agency?

To begin, it's critical to comprehend the distinction between working as a freelancer and managing an agency. The term "agency" is defined in a variety of ways.

The legal definition is as follows:

A consensual relationship created by contract or by law where one party, the principal, grants authority for another party, the agent, to act on behalf of and under the control of the principal to deal with a third party. An agency relationship is fiduciary in nature, and the actions and words of an agent exchanged a third party bind the principal.

There's also the traditional definition:

[often with adjective or noun modifier] A business or organization providing a particular service on behalf of another business, person, or group. [as modifier] 'an advertising agency'

And finally, there's a modern definition:

An agency is defined as a group of excellent people

collaborating around a difficult challenge and finding solutions that drive our clients' business. -

The first two definitions are equally applicable to freelancing. You give services to another company under the terms of a contract.

However, the third description highlights one significant distinction between freelancing and owning an agency: an agency is not a one-person operation. Multiple persons are required.

A creative agency is a company made up of several employees that offers creative services to other companies. Offerings can be restricted to a single service or can cover a wide range of services. Marketing, advertising, design, SEO, and technical consultation are all common services provided by creative companies.

While the day-to-day job may differ based on your agency's specialty, the process of establishing an agency in any of these fields is generally the same.

This step-by-step approach will help you decide whether or not starting a creative agency is right for you. It will assist you in learning more about the transition process, making key decisions, and reading helpful advice from those who have built successful businesses from the ground up.

Know what you're offering

You must first establish what services you will provide before you can start a creative firm. You should also pick what types of companies and industries you wish to work with.

Offering the same service you supplied as a freelancer is a simple but effective strategy. Begin by concentrating on your area of expertise, then expand your offers as your business and team grow. A freelance writer, for example, could create a content marketing business, while a designer could start a web design or branding firm. Transitioning into an agency that focuses on talents you've previously developed is a smart way to start figuring out what services you'll provide.

It would also make sense if you wanted to start a business that required numerous abilities. Assume you have extensive experience as a content marketer and SEO expert. Starting your own digital marketing agency makes sense because you already have experience in the sector.

Keep in mind that offering a diverse range of services is not a requirement for agencies. Many focus on a single service, such as search engine optimization (SEO), content marketing, or web development. If you choose this route, forming a referral arrangement with other relevant (but not competing) agencies is beneficial. One of Catapult Creative's early missteps, according to Creative Director Daniel Rizer, was employing in-house instead of creating a professional network:

Partnerships with other agencies bring something to the table that an employee or freelancer would have little motivation to do. That is to bring you new work. Even if it's something you can accomplish in-house, giving a lead to someone who can do it better than you will put you on their radar, and they'll look for a cause to send you work.

If you're just going to offer one service, think about what other services your customers could want. Then, look for agencies that specialize in those supplementary services and send them work. Because those agencies specialize as well, they may refer jobs to you.

Define if you want to focus on a niche

Another crucial early decision to make is whether or not to focus on a specialty. You may work as a generalist agency, giving services to firms of all sizes in all industries, including B2B and B2C. However, you could be better off focusing on a specific niche.

Kyle Racki, CEO of Proposify, claims that establishing a speciality gives new agencies a distinct value proposition:

"Too many design and marketing firms have no defined value proposition beyond "we do good work," and they don't target any specific industry or vertical market, assuming that they should work for any company that wants to hire them. Don't make the same error. Targeting a specific specialization rather than competing as a generalist is the best method to obtain good clients who pay top fees."

Although it isn't needed, picking a specialization has various advantages:

• **It establishes immediate authority -** A specialism aids in the development of trust and credibility with potential clients. You definitely know the ins and outs of the travel and tourism industry if you solely design websites for hotels.

• **Learning curves are minimized -** You'll spend a lot more time and money on training and education to get yourself and your staff up to speed if you have to learn about a new business or industry every time you take on a customer. Concentrating on just one allows you to learn about the niche more quickly and attract prospective clients more effectively.

• **It acts as a distinguishing feature -** If a prospect is examining ten agencies–nine generalist agencies and one specialty agency–the niche agency will automatically stand out.

There are various advantages to specialising in a niche when starting a digital agency. It has the potential to benefit your company in the long run, but it is critical to conduct preliminary study. Make sure there's enough demand in that market for the services you offer, and that

demand will continue to rise over time so you may expand your business.

Digital Marketing: The most In-Demand Agency

Digital marketing refers to Internet-based techniques and technologies that assist businesses achieve more visibility. Google Analytics and Adwords, PPC advertising, and SEO are some of the most popular.

What makes digital marketing so popular? The answer is simple: the Internet. The Internet gives you access to a worldwide audience, making it easier than ever to engage with potential customers. The goal is to develop interesting content that will persuade your target market to purchase your goods while also making connections with people who can help you become more well-known across industries. This is why companies are always on the lookout for content marketing, email marketing, and copywriting services. It would make far more sense to combine these services together with the fact that they tend to deserve the similar purpose.

Choosing to become a digital marketing agency will provide you with a large pool of potential clients and prospects for expansion. Focus on demonstrating why your agency is superior to others, and clients will seek you out.

Choose the location wisely

Many company laws in the United States are implemented at the state level, so choose your headquarters early.

Before you can make that decision, you must first decide whether or not your organization will have a physical location. Although most people identify creative agencies with studios, it's becoming increasingly typical for businesses to function remotely, visiting customers' offices when in-person meetings are required. If that's the case, your business will be governed by the laws of your home state.

However, make sure to think through all of your options thoroughly. Kyle Racki of Proposify believes that having a real office is crucial for credibility: "If you want to be taken seriously by those big paying clients you're hoping to attract, they want to know you're a legitimate organisation and not a fly-by-night operation running out of your basement," he says. Inviting a potential client inside your studio impresses them, and while they should hire you for

skills, a sleek workspace can help you stand out as a well-established firm in their minds.

Employees will not enjoy being asked to work in an office after being hired to work remotely, according to Racki, therefore the decision must be stated up front. If new workers will be required to work in an office in the future, you must at the very least express this to them.

How to manage remote workers effectively?

Employees that choose to work from home have a significant advantage. It involves going above and beyond to keep track of their time and success at work for you. Checking in frequently would work, but it's inefficient; time monitoring software is a simpler and more effective alternative.

> ▶ Time tracking that is accurate and simple to use and tracks every second worked by your staff.
> ▶ Random screenshot capture is an optional feature that allows you to view what projects your team is currently working on.

➤ This tool detects keyboard and mouse activity so you can observe productivity trends for each team member over time.

➤ To make paying your staff easier, use the automatic payroll tool, which supports popular systems like PayPal and Payoneer.

Hubstaff also includes other capabilities such as in-depth reporting, time off monitoring, and client invoicing, making it an ideal efficiency tool for agencies of various sizes and structures.

Hubstaff's seamless connection with Hubstaff Tasks, an Agile project management programme, sets it apart from other time tracking applications. Assign tasks or projects to your team and set up automated workflows to keep things running smoothly.

Hubstaff Tasks is the top choice for many firms looking to

deploy a project management system since it provides a number of productivity-focused features like weekly sprints, checklists, comments, detailed task cards, daily standups, and more. Plus, up to five team members are free.

Name Your Agency

The name you choose for your agency is crucial since it will serve as the foundation for all future branding. Naming is a long and difficult process that will effect your agency for the rest of its existence.

Trademarks, domain availability, and long-term suitability are all factors to consider.

Venables Bell & Partners founder Paul Venables advises keeping things simple and only using your own name:
"A marketing motive is a better argument to name your company after real people. Every action you do, every tweet you send, and every panel you participate in automatically credits the agency. There are no two connections required. You are a trademark. Your company has a distinct identity. When they're one and the same, it makes things easier (especially in the beginning)."

Whether you choose your own name or not, there are a few things to think about before establishing your agency:

Existing Trademarks - Trademarks can be registered, and trademark violation can result in significant legal fees and penalties. Make sure a name isn't copyrighted by looking it up in the Trademark Electronic Search System.

Incorporation - You'll probably wish to incorporate your company at some point. You won't be able to incorporate a business name that is already in use in the state where your company is located. It's a good idea to check with your state's filing office to see if the name you choose is available.

Online identity - At the very least, be sure you can get a domain name that contains your company's name. However, you should double-check the name's availability on any social media platforms you intend to use. Branding requires consistency across digital media.

Long-term goals - Choose a name that isn't restrictive. When you broaden your offerings, a name like "Content Marketing Agency" won't make sense. Consider what you'll

be doing in the next few years.

Trademarks and incorporation are only available to US government agencies. Before making decisions, study the laws and regulations in your country—or speak with a business attorney—if you're opening an agency from another country.

Decide Structure and Team Up

The next step is to determine which positions you require—and can afford to fill. This is dependent on your personal skills and shortcomings, as well as the services you intend to provide.

A smart place to start is to list all of the activities you do as a freelancer right now. What will you be unable to handle on your own when scaled?

➤ **Workload in general?** Hire someone to assist you with chores linked to the services you provide.

➤ **Finding customers?** Hire a salesperson or an account representative.

➤ **Technical specifications?** In search of a technical co-founder.

➤ **Managing employees?** Hire a business partner, CEO, or other executive.

➤ **Managing the company?** Engage the services of an accountant, company attorney, or virtual assistant.

Agree Your Job Roles

Some people prefer to go it alone, although collaborating has numerous advantages. You'll have someone to share decisions and duties with, someone to bounce ideas off of, and someone to keep you motivated when you need it!

The first stage is to decide whether to work with someone who has different capabilities (a business or finance professional, for example) or someone who has the same skills. Both have distinct advantages, and it all comes down to your personal abilities and preferences.

Tasha's experience is in print, so she tends to manage our suppliers and workflow in that area, whereas Danny's background is in digital, so he normally manages any front- or back-end dev work at Phage. We will, however, always collaborate on the design components of a project. Our creative differences contribute to the emergence of new concepts.

Different abilities might also help you expand the services

you can provide to your clients. However, ensure that the workload is evenly distributed so that one partner does not wind up working nonstop while the other lounges around twiddling their thumbs!

Find Good Supplier and Nurther Them

Your job is only as excellent as the final product, thus competent suppliers are vital unless you design and produce everything yourself. Find specialists (not salespeople) who share your vision and adhere to your ethical standards, and form long-term relationships with them.

Your suppliers will become an extension of your team if you nurture these ties. You'll get better service and terms, and you can rest easy knowing that if something goes wrong (which it will!), your suppliers will work with you and manage the situation professionally so that your customers aren't disappointed.

Have Fun Collaborating

Working with other creatives is fantastic, especially as a tiny agency. Photographers, illustrators, copywriters, videographers, and architects all offer diverse abilities and disciplines to your firm, which might help you take on larger projects.

Manage the Money

Once you've teamed up, the next thing you need to work out is how much you're going to charge. Managing the money very important in getting things worked on your own agency as an entrepreneour. Let's learn something about that too.

Work on your Survival Budget

Calculate a basic survival budget depending on how much you need to eat and pay your rent, then throw in any business expenses like phone bills and studio or desk rental.

Estimates should be based on Time

You'll be selling your time as a service-based business. You will not make any money if you do not charge appropriately for it.

Once you've established your annual survival budget, you may calculate a reasonable hourly fee based on the amount of billable hours you have available. For example, if you work eight hours per day, five days per week, and take

four weeks off per year, you will have worked 1,920 hours in a year.

Knowing that about 40% of those hours will be spent on the day-to-day operations of your firm – seeking clients, managing the books, planning, and so on – leaves 1,152 hours for billable client work.

To calculate your minimal hourly rate, divide your survival budget by your available billable hours. If you wish to earn £30k per year and have £15k in business overheads, you'll need to generate at least £45k per year to make ends meet. By dividing £45k by the number of billable hours (1,152), you can determine that you'll need to charge at least £46.88 per hour to meet your goal.

Make your Goals Attractive

Keep things simple at first; keep in mind that you're unlikely to be operating at full capacity right away. Before relocating into our own studio space, we saved money by working out of Tasha's flat and seeing clients at their offices.

Remember that you will have to pay taxes on your earnings, however you can deduct genuine company expenses!

Keep Timesheets

You'll need to be able to precisely predict how many hours a project will take once you've determined how much you need to charge per hour to stay afloat.

It's tedious, but tracking timesheets is quite beneficial. Because you may base your quotations on similar previous projects, timesheets make costing faster and easier. When clients ask about expenses, timesheets can help you clarify them and show when a project is running over budget.

They'll also give you insight into which forms of work (and clientele) are the most profitable over time, which will aid in your future planning.

By basing bids on expected hours, you give yourself some leeway to go back to your customer if the project scope creeps or if they begin asking for things that weren't in your

original proposal.

Invoice in stages

After you've determined your hourly rate and calculated how long a job is going to take, make sure you get paid! We've found that breaking down a project into essential stages – design concept, development, implementation, and so on – and invoicing on completion of each stage works well.

If a client fails to pay, you're better protected than if you wait until the end to invoice everything, and it's a terrific way to wrap up each stage of a project. It also aids cash flow and forecasting by allowing you to plot when different jobs are expected to be paid.

Make Exceptions

Keep in mind that it's not always about the cash. For a project that will help you grow your portfolio in an area you want to break into or for a customer you really want to work with, you may offer a cheaper rate. Perhaps it's for a

philanthropic cause that you believe in.

However, be critical. Design is highly competitive, and many potential clients will take advantage of this. Be wary of clients who try to bargain you down on pricing in exchange for a large amount of future work.

Prepare Solid Proposals

Before beginning work with any customer, there are a few things you should agree on. These are usually encapsulated in a written proposal.

Explain clearly

Remember that many clients aren't creative and have never commissioned design before while preparing your proposals. As a result, it's critical to properly describe your project's stages and work methods to them.

Give specifics on the project's delivery: What and when will be done by whom? How many meetings do you plan on attending? Ascertain that your client understands their role in keeping the project on schedule.

Be Transparent

Be specific with your deliverables. Tell your client what they'll get at the end of the project, how much it'll cost, and when they'll have to pay. Make it clear what is not included and what will cost extra.

Prepare a (Realistic) Schedule

Our proposals always include a schedule. Timesheets will aid in planning, but keep in mind other tasks you're working on at the same time to minimize bottlenecks. Above all, avoid over-promising!

Don't overlook terms and conditions

If you have a strong proposal, your T&Cs are merely backup for those (hopefully) infrequent but unpleasant instances, such as when a client pays late or cancels a project halfway through. Before you begin, use the T&Cs to establish permissions and releases, copyright, and terms of ownership for your work.

Communicate with your Clients

The project will run more smoothly and successfully if they understand where you're coming from and you understand where they're coming from.

Start a conversation

Before creating any contracts or quoting for a job, talk to a possible client in depth to find out exactly what they're looking for. Understanding what they want is critical; else, you won't be able to offer it. Never be hesitant to bombard someone with questions.

Rewrite the design brief

Few of our clients present us with a formal design brief, and even when they do, rewriting it is a good practise. We may ensure that we've understood our clients' project goals and objectives by putting the design brief into our own words. It also allows them to call out any misunderstandings or missing points before we begin working on the creative.

It's far better to obtain all of the facts straight up front than to waste time producing something that isn't acceptable or meets the brief!

Involve your clients in decisions

Simply put, if your client is involved in the design process, they will be more receptive to fresh ideas. You may produce greater results for everyone by being more of a partner to your client rather than just a supplier.

Take an interest

Remember that your clients are more familiar with their own clientele and enterprises than you are. Learn about their company, figure out what they require, and then propose solutions that can help them succeed.

Learn to say NO

Over the years, we've learned that sometimes it's better to say no than to damage our brand, client relationships, or sanity! Consider saying no when the following situations arise:

Your don't have the time

Do not overextend yourself. If you're already swamped with other jobs, taking on more will only disappoint your clients.

You can also ask a client whether they are willing to wait. If they don't have an urgent deadline and are eager to work with you, you may find yourself in the enviable situation of being able to schedule work ahead of time.

The client's expectations are unrealistic

When a potential customer has unrealistic expectations about what can be accomplished within their budget or timescale, or has stated unrealistic project results and outcomes, meeting those expectations will be difficult. It's usually best not to start working until you can iron out and

Something is unethical

Maintain your integrity since your company is you. We refuse to cooperate with clients who engage in unethical business activities, and we refuse to work with anyone who requests that we violate another's copyright!

The chemistry isn't there

Chemistry is vital in any relationship. Working with and managing a diverse group of people and personalities is an important ability. However, if you don't click with a potential customer, it's sometimes advisable to walk away...

Work with Other Big Organizations

UX/UI design industry is booming, you have all the knowledge in the field, NOW, where do UX and UI designers find job opportunities? What about UI design jobs? If you want to know everything about it, Just keep on going. You'll get to know each and every step about applying for the UI design jobs.

People are flocking to learn how to use a UI design tool in the hopes of becoming a UI designer, which is an expanding industry. Where do UI designers look for fresh job openings, though? What should they do to prepare for an interview? How do UI designers put their resume together?

Let's go over a few key points for newcomers: the dance of looking for and landing your next engagement. We understand that it is not simple, especially at first. You'll find the ideal UI design job if you look in the proper places and learn to detect red flags when you encounter them.

# Job Boards – Where to find UI design Jobs

To begin, there are various platforms that could offer you the great chance to work with the awesome organizations, You just have to be patient. Make sure to be authentic and resourseful before applying to any companies.

Below are the top sorces, from where you can register yourself, and find the work for yourself.

1. Dribble

In the UX/UI design community, Dribbble is a household name. Many designers use social media to showcase their work, and it is extremely busy. However, not everyone is aware that it also features a very active UX/UI job board with new listings every day. Dribbble can help you locate a UI design job in addition to being a fun social media platform.

The job postings are divided into two categories: full-time and contract. It is true that it contains a large number of freelancing listings that are exclusively available to PRO
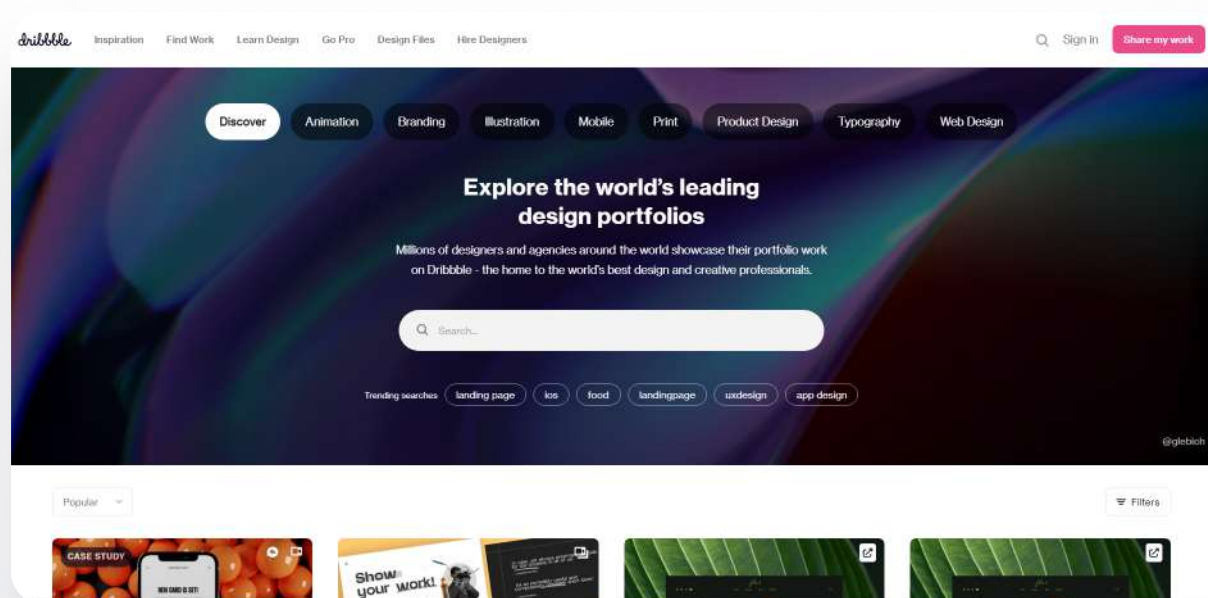
members. The current design job ads include remote work, although they are mostly focused on UI and UX design employment in the United States.

2. Behance

Another popular social media platform for UX/UI designers. Behance was one of the first websites to assist designers connect with companies and showcase their UX/UI work. They appear to have more listings than Dribbble in general these days.

However, these UI design job advertisements tend to focus on international prospects, ranging from Latin America to Australia, making this a wonderful alternative for any
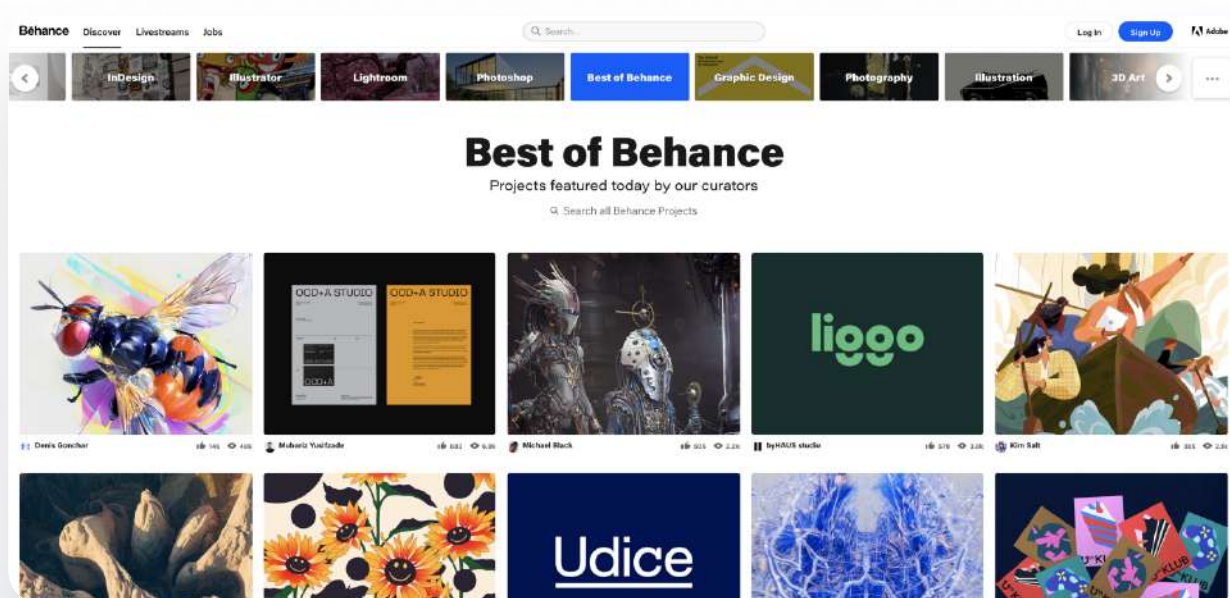
designer based outside of the United States. Even better, Behance distinguishes between full-time and contract listings while charging no additional fees for freelancing listings.

3. IxDA

This UX/UI design job board is intriguing because it features a wide range of jobs in the UX/UI field. This could be the platform for you if you're seeking for a career as a UI designer, UX/UI researcher, or even an Art Director. IxDA has 300 UX/UI job ads at the time of writing, making it a good location to visit once or twice a week for new possibilities.
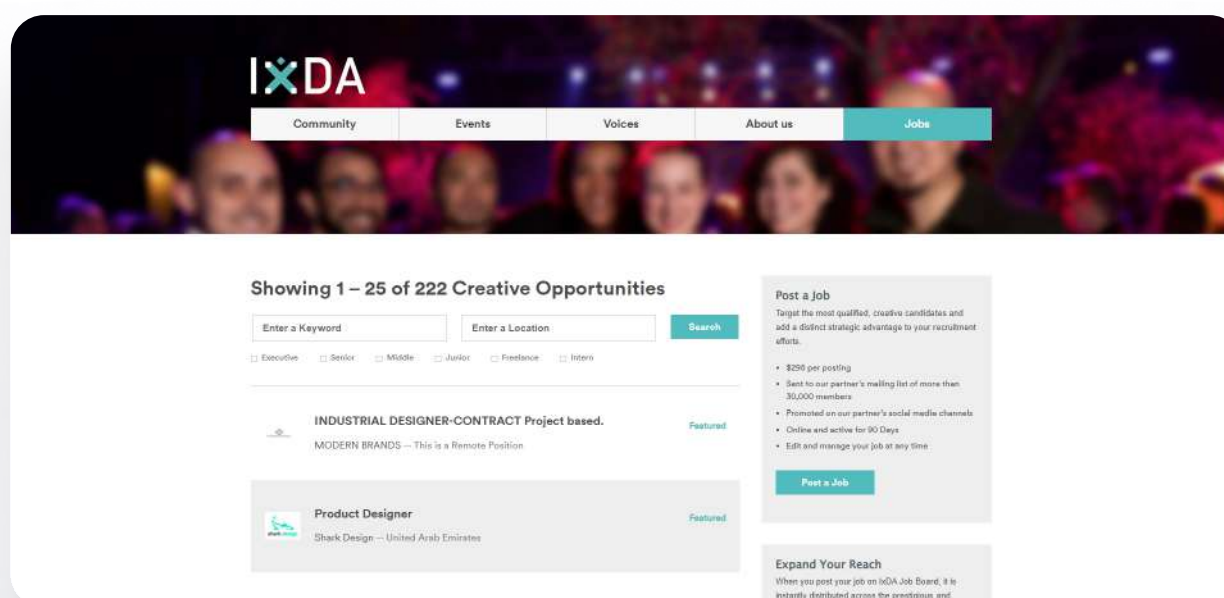
While IxDA offers a big number of overall ads, the vast bulk of them are for UX/UI jobs in the United States. There are a few foreign opportunities, some of which are also available remotely, as well as UI design positions.

4. RemoteOK

This UX/UI design job board is all about remote employment, as the name suggests. RemoteOK, created by a digital nomad, is one of the greatest remote work solutions available. There are numerous design positions available, including those for researchers, writers, product managers, and engineers, as well as UI designers.

Even more, the website covers a variety of areas, including
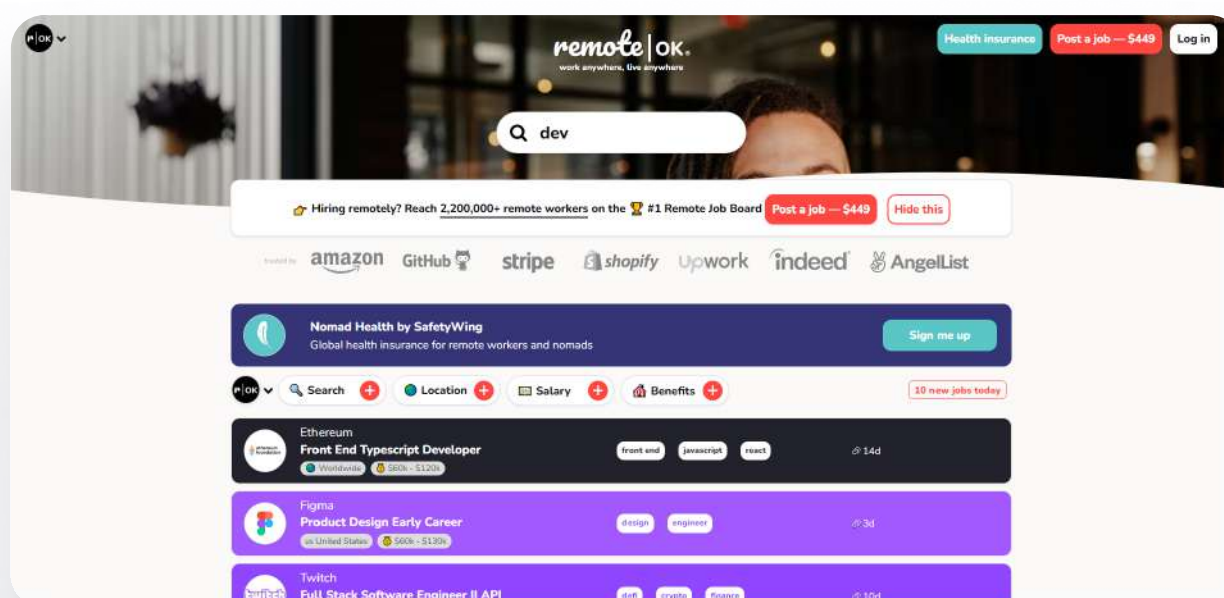
marketing and customer service, making it a worthy recommendation to friends. It's also worth mentioning that it has a whole category dedicated to development opportunities.

5. Ideate Labs

Ideate Labs has a UI design that can be difficult to see for long periods of time owing to the small font, but it's still a great UX/UI design job board. It is targeted for those of us who are new to the UX/UI profession and have 0-2 years of experience.

The concept is fantastic. It's no secret that getting your foot in the door is difficult, especially for those of us transitioning
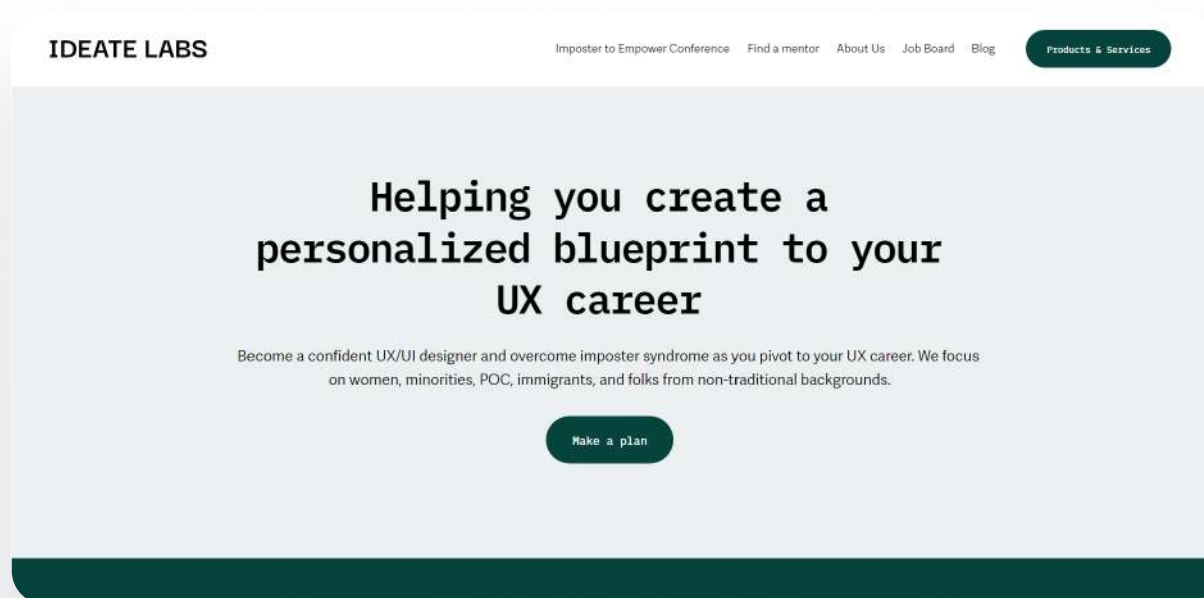
from other fields to UX/UI. Ideate Labs provides a variety of UX/UI internships, the most of which are based in the United States. It's also a good place to post listings from afar.

6. Design Job Board

Because of the vivid colours, this is another UX/UI design job board that might get visually heavy after a time. Design jobs board, on the other hand, has been around for a long time and has established a solid reputation for both UX/UI and UI design employment.

There are several remote UX/UI posts on the job board, including remote UX/UI jobs. Indeed, we'd argue that

remote employment and UK-based possibilities are the two most popular sorts of listings. The job descriptions range from traditional UX/UI designers to researchers, marketers, and managers, as well as developers.

7. Remotive

Remotive is another excellent UX/UI design job platform for individuals seeking remote UX/UI design positions. The website features a large number of listings (approximately 2000 at the time of writing), with many of them based outside of the United States. Many of these job postings are for UI and UX/UI design positions.
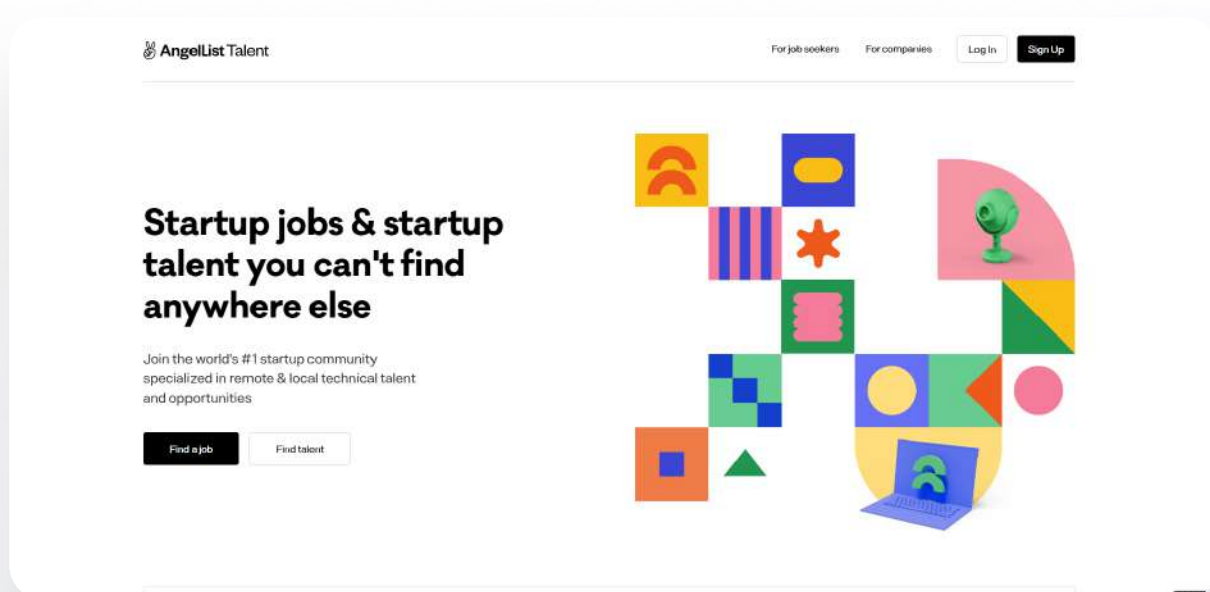
UX/UI designers, researchers, consultants, developers, and
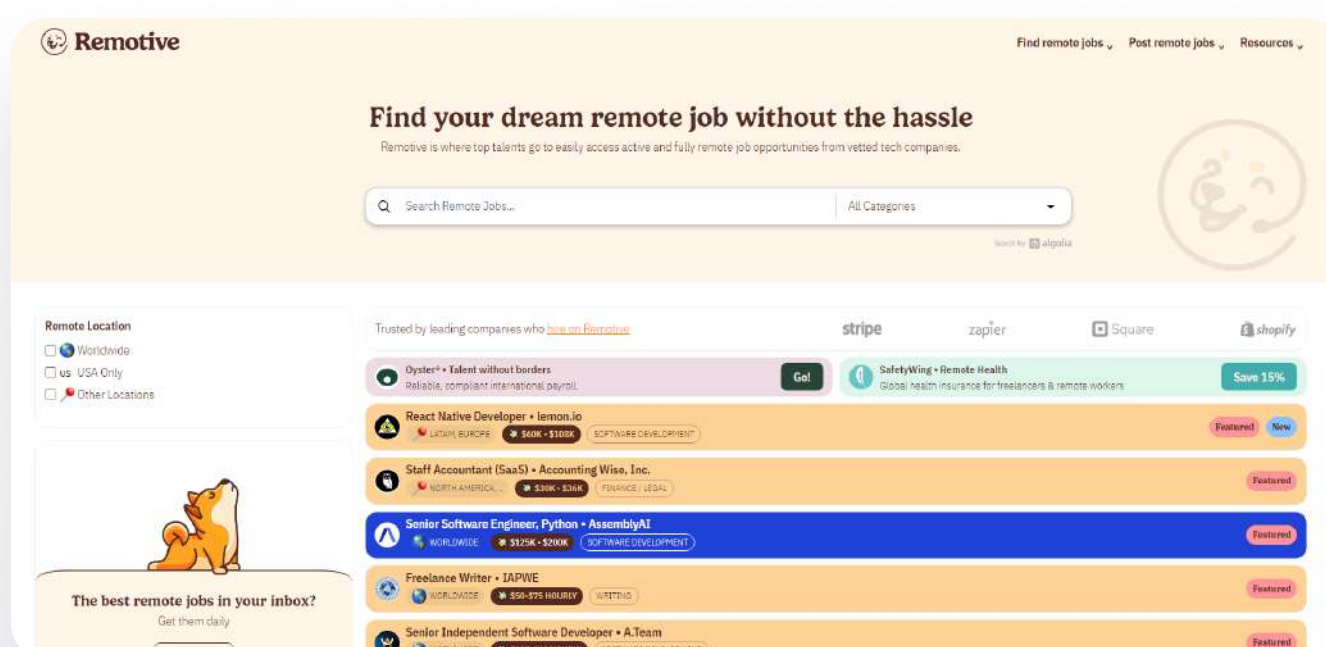
managers will benefit from Remotive. We like how the website has a button that allows you to hide all listings from the United States – quite useful for those of us who live all over the world. The majority of the listings are from small businesses and startups, with the exception of a famous name like Atlassian.

8. AngelList

AngelList is a fantastic employment board for UX/UI designers. It focuses on startup opportunities, making it an excellent choice for anyone wishing to advance swiftly within the firm. However, you can occasionally find a major player such as Twitch or Yelp.

UX/UI designers, researchers, managers, marketers, and developers are all available on the website. It also has a large number of postings for remote UX/UI design jobs, as well as a large number of remote developer and engineering listings. A sizable chunk of the job postings are for UI design positions.

9. Interns Design

Even though Interns.Design has a modest number of open UI design job ads compared to some of the other job sites on this list, it's still worth mentioning. Intern.Design caters to those with little or no experience, making it an excellent choice for those looking for internships.
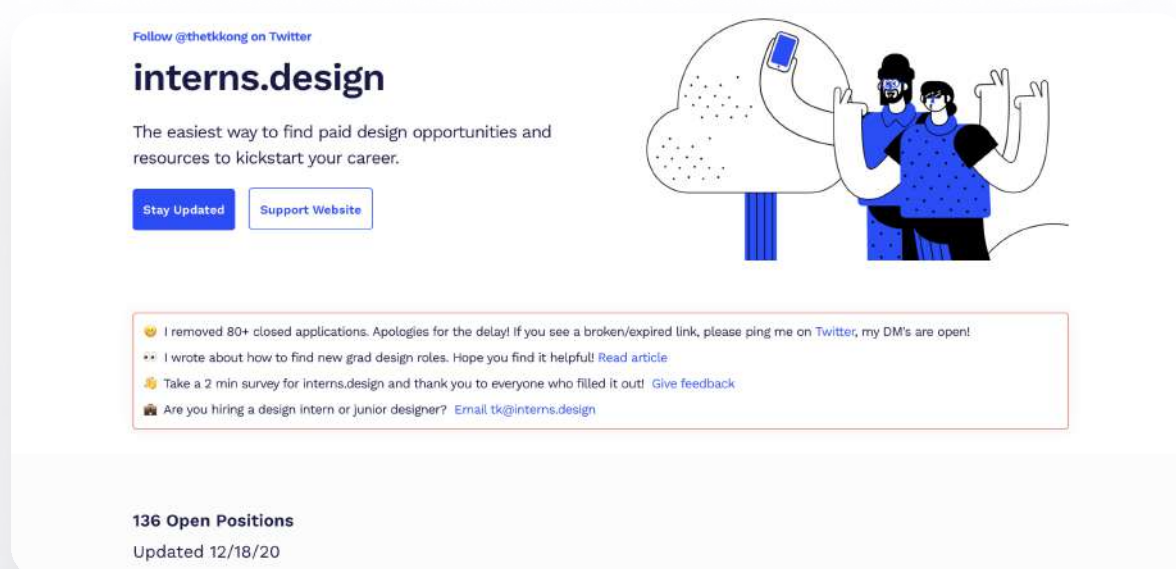
Although the majority of the listings are for UI interns in the United States, there are also a few of listings for remote employment.

What makes listing a good UI job?

It can be difficult to locate the perfect job posting. We understand. The field of user experience design is vast and diverse, with lots of area for all kinds of perplexing titles and unusual needs. Finally, how can we concentrate on the most important listings? What are some common red flags that UX/UI designers should be aware of?

Let's start by stating that when dealing with a specific organisation, it's extremely likely that the employer is unfamiliar with UX/UI design and the designer's function. They recognise its importance and are eager to invest in it, but they lack the necessary expertise. As a result, many people simply list every imaginable UX/UI-related duty, which might be perplexing. Other times, weird details are presented or impossible needs are listed.

The use of social networking platforms such as Dribbble or Behance is a common red flag for many designers. That isn't to suggest that digital portfolios aren't useful, but they don't include everything there is to know about user experience.

Yes, creating beautiful interfaces is part of UX/UI, but it's also about problem-solving, empathy, business approaches, and data analysis. These are things that Dribbble can't capture and are far more significant than nice graphics.

UX JOB LISTING
Red Flags

01
Excess of
requested tasks

02
Unrealistic and
excessive requirements

03
Department to which the
UX team reports

04
Lack of diversity
in the company

05
Absurd tasks

06
Unrealistic wages

Another major red flag is who reports to the UX/UI department or designer. While this may bother certain designers, it can also be defined as a personal preference. Some designers are hesitant to report to marketing directors or head developers, while others are enthusiastic.

This will almost certainly decide the true focus of the UX/UI design, with factors such as intense marketing influencing design selections. For some, this is an impediment to their employment and causes friction in their daily life. this is

especially true for UI design job postings, which are typically misunderstood even more than UX/UI employment.

Everything, in the end, will be determined by your desires. Many of the red flags observed on UX/UI design listings are also classic red flags that should be avoided by everyone, designer or not. Lack of diversity in the workplace, unreasonable compensation, exorbitant standards, and ludicrous chores are all too prevalent and easy to identify.

When it comes to red flags in UX/UI design listings, it all depends on what you're willing to tolerate, how you picture your job, and how adaptable you are. Some businesses, particularly small businesses, require a UX/UI designer to handle everything UX/UI-related. Others have dedicated UX/UI teams that include writers, researchers, engineers, and several designers.

When looking for a new position in your UX/UI profession, it's critical to understand what you can and cannot accomplish. Your personal preferences will determine what

constitutes a true red sign. Are you okay with working for someone who doesn't understand user experience design? Are you willing to work as a designer and a researcher at the same time? This is the ideal time to sit down and identify what you want and don't want.

The perfect pitch on how to build a fantastic UI resume

1. Don't overdo the design in the resume

Yes, it may appear paradoxical at first, but stick with us. Your UX/UI designer CV will be sent to someone who is most likely tired and uninterested in a remarkable visual experience. A user experience designer is needed.

✔ Avoid overly creative CV

✔ Focus on the content

✔ Avoid bright colors

✔ Opt for a sober & direct version

This means you should stay away from bright colors, striking shapes, and unconventional layouts. It turns out that there is such a thing as an overly creative résumé. Because you want your design CV to feel like a calm and clear conversation with someone, the content should take center stage. Anything that can divert the reader's attention away

from the text is often frowned upon.

2. Pay close attention to your writing

Because you want the written information to stand out, it's critical that you state things correctly. You need to select the appropriate phrases and present yourself in the best light possible. This entails not only avoiding the dreaded grammar problem, but also considering what you're writing and how the recruiter will interpret it.

01	02	03	04
Explain how you did things. How you solved problems.	Prioritize readability and a clear visual hierarchy.	Avoid long paragraphs and confusing layouts.	Transmit your personality through language.

In theory, this means you should highlight your communication style while remaining objective and concise. In practise, this highlights a few key points to keep in mind while creating your UX/UI design resume:

➤ Use well-planned sentences to express yourself clearly. Instead of boring statements like "I designed the navigation system," you want to show how you did things. How did you pull it off? What was it that it took? What made it so important to you?

➤ Make the readability of the entire resume a priority. There are no lengthy paragraphs or complicated layouts. You want the recruiter to immediately understand what they're looking at, with a clear visual hierarchy.

➤ Make an effort to mirror your communication style. Are you laid-back and amusing, or serious and direct? Even in the most efficient design resumes, you can aim to reflect your personality rather than just your technical skills.

3. Tailor your resume for the job you want

We recognize that no one has time to develop a new résumé for each job application they submit. However, there's

always one ad that piques your curiosity – the one that appears to be a perfect match. Those golden opportunities are worth the time and work it takes to change your resume and make the most of your one shot. This holds true for everybody looking for work, regardless of industry.

This is not to say that you should lie on your UX/UI design CV. When presenting yourself, though, you may want to alter the focus and emphasis a different aspect of your personality. Showcase your qualifications for the position. In the case of a UI design position, the focus of your experience may shift, emphasizing a different set of talents.

Highlight the part of you that most aligns with employment

Show the right skills for each job offers.

Explain the right parts of your experience that the company values the most

Perhaps you'd prefer to shift your accomplishments from

graphic design to something more data-driven, such as that time you conducted user testing or research. Perhaps you should mention that you employed the Agile workflow in your prior employment, demonstrating that you'd fit in quickly and easily.

In your UX/UI design resume, these minor nuances are crucial. They're indicators of who you are, what you're capable of, and what you know. Customizing these details for that golden listing that had you daydreaming is always a good idea. A resume for UI design is no different.

4. Focus on your experience

UX/UI design is a field that attracts people from many walks of life. It's youthful, diverse, and rapidly expanding, necessitating a wide range of individuals and abilities. It's not uncommon to find UX/UI designers who came from completely unrelated industries, such as finance or medicine. People who learned through experience rather than in a classroom are widespread.

Experience

Background

Explain what your background has given you, be it work, studies or outside the classroom

Empathy

Jobs related to dealing with people are valued, as they require a lot of empathy

Achievement

Don't explain the tasks you did. Share your achievements and what you learned

Recruiters are well aware of this, which is why emphasizing your experience is critical. Even if you believe your former job had nothing to do with UX/UI, you can nonetheless demonstrate useful skills. Psychology is a clear attractive backdrop in UX/UI design, making it a foolish and simple example of a non-design background that adds value to a candidate.

Backgrounds with titles like nurse, customer service representative, social worker, or educator are an even better illustration. All of these roles necessitate a high level of empathy, which is a highly valuable ability in the area of UX/UI.

Designers who have been in the game for a while are in the same boat. It can be difficult to express your professional experience, but trust us when we say that it is critical. You want to share more than just your previous tasks. You want to demonstrate to the recruiter what you completed, how long it took, what you learned, and why it matters. This may seem like a tall order, but with little time and effort, you'll be able to come up with the words.

5. Include a portfolio and case studies

These are two distinct methods for sharing your work. Remember how we claimed that a simply visual portfolio couldn't capture all of the facets of UX/UI design? The combination of a portfolio and case studies is how you demonstrate your visual skills as well as your thinking, issues you've solved, and problem-solving techniques.

In general, you want the case studies to be simple to read, and you should stress readability in the same way that you did in the resume. Start with your strongest project and keep things basic and to the point. Remember to highlight the
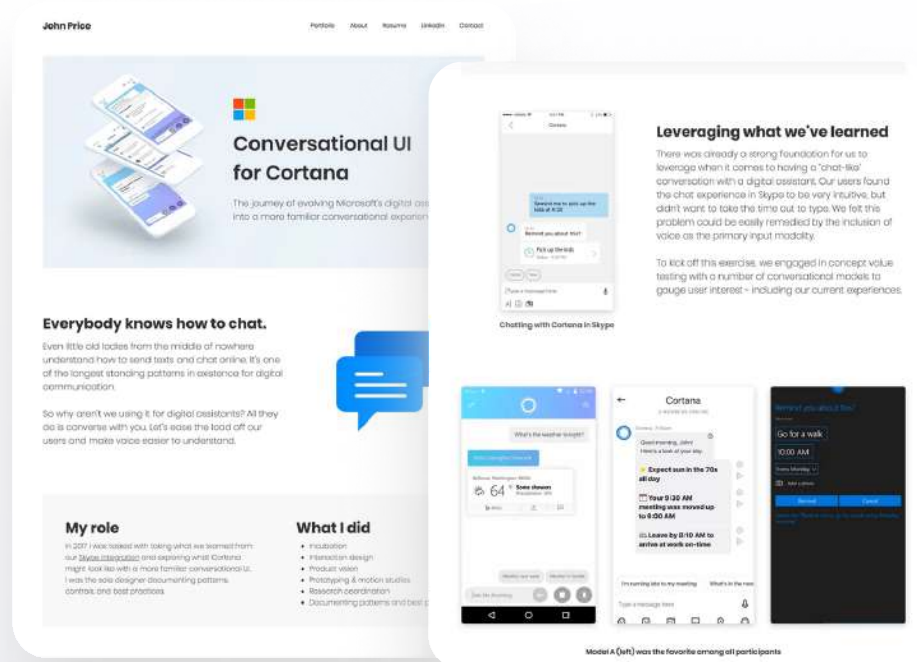
most significant components of the case study, particularly those that speak to your abilities as a designer. Here are some of the possible things that can be included in your case studies:

> ► What elements contributed to the project's difficulty?
>
> ► How did you overcome these challenges?
>
> ► What was your logic and thought process?
>
> ► What you've learned from that project and how you're applying it to your current work
>
> ► What effect did your work have?

Common Interview questions for UI designers

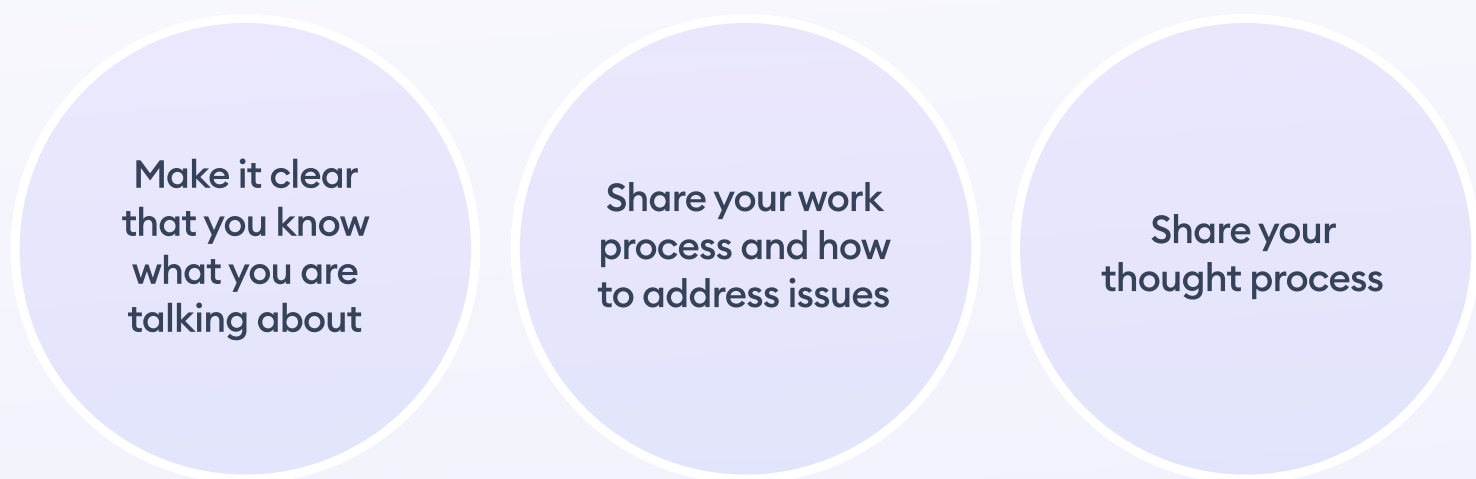## 1. Tell us a bit about yourself

This is a true recruitment classic, both in terms of UX/UI and in general. It's no secret that the purpose of this question is to demonstrate why you're in the position you are. They want to hear what inspired you to pursue a career in UX/UI design. Why did you decide to pursue this line of work? What is the source of your motivation?

This is a fantastic time to talk about why UX/UI design is important to you, how you got here, and where you want to go next. This is about showing your journey, including the major events that influenced your decision to pursue UX/UI design. What kind of impact did these events have on you? What does your path reveal about you and your objectives?

2. Describe your design process

Another timeless gem. Yes, this is one of the ways recruiters

one of the ways recruiters may verify that you are familiar with UX/UI design in theory and practice. This is a fantastic time for you to give them a broad overview of the UX/UI process and demonstrate that you know what you're talking about. With that said, there is another crucial consideration in this situation.

Make it clear that you know what you are talking about

Share your work process and how to address issues

Share your thought process

This is your chance to explain your thought process and how you handle difficulties. In UX/UI design, creativity can take various forms, and problem-solving is a valuable ability that you should demonstrate. What do you do when you're faced with a problem? What happens when a project encounters unexpected obstacles?

It's critical that you demonstrate to them that you're not

easily intimidated by challenges and that you deal with them calmly and effectively. They genuinely want to know about your thought process, even though they're asking about the design process.

3. What does Design Thinking mean to you?

This question can easily be thrown about in interviews, changed somewhat from Design thinking to other major frameworks used by the employer. This question could be about Lean UX/UI, Agile, or any other method of organizing the design team's work.

The recruiter is really interested on how well you'd fit into their present workflow. Do you have any prior experience with that technique? What are your thoughts about it? It's fine to have your own critical viewpoint as long as you can back it up with logical arguments. Although Agile workflows are not for everyone, your reasons must be compelling. Did you find it restrictive in any way? Is there any way the framework influenced your work badly or positively?

Now is the moment to talk about your own experiences with these frameworks. When was the last time you worked with a Lean methodology? And how do you suppose it would be if you've never done it? Try to delve deep into yourself to see what emotions these frameworks elicit.

4. Are you a team player?

It's no secret that UX/UI design is a collaborative endeavor. There's no avoiding it. Even if the entire UI department consists of a single UI designer, it is still necessary to collaborate closely with others in order to get things right. Whether it's the management team, test users, or the technical department, you'll almost certainly need to collaborate with a large number of people to move the project forward.

This is an excellent opportunity for you to share your communication style. Do you find it difficult to work with a large group of people? Are these difficulties attributable to the individuals or the necessity to keep a large workforce organized? It's fine to express your true feelings here; after

all, you want to discover a location where you'll be happy.

Another important consideration in this topic is how successfully you explain design concepts to non-designers. Because you'll almost certainly be working with marketers, engineers, and business analysts, it's critical that you can explain your design selections to them.

It can be difficult to get people to understand why a user persona is necessary, why more testing is required, and why a given layout should be better. It may not come naturally to some of us, but it's critical to put out the effort and show the recruiters that you're comfortable working with a team that may require you to explain even the most basic UI concepts.

5. What's Your Favorite Project You've Ever Worked on?

This question can take a variety of forms. The recruiter is interested in learning more about your experience in your own words. They can inquire about the best project you've

ever worked on, your favorite project, or the worst and most challenging project you've ever worked on.

They genuinely want to know why you choose that particular project as the greatest or worst. Perhaps your favorite endeavor was also the most difficult. These problems might have compelled you to think of new methods to solve them, resulting in a design that genuinely appears unique. Perhaps the best project was marketing a before and after in your entire career, which had the largest impact for that company.

This is the opportunity to talk about what excites you about a project, what motivates you, and what drives you.

Points to be Noted

It's not easy to find the proper UI design job. People are becoming more aware of the business as a result of its creative flexibility and continuing growth. You will, however, locate the ideal opportunity for you with the right preparation and the right job boards!