About BaseVenture

BaseVenture is a rapidly growing financial technology start-up that has revolutionized the way funds are managed by centralizing and streamlining the fund investment process for fund managers including venture capital, private equity, real estate, and hedge funds. BaseVentures’ customizable digital fund management platform is the future in collaborating with investors, generating performance reports, storing investment data, and automating common workflows.

Are you looking to join the Fin-Tech revolution and reshape wealth management as we know it? BaseVenture is looking for top talent for our exciting internship opportunities where you will be exposed to multiple segments of the business. Join a team of seasoned financial technology professionals who enjoy building technology that redefines industries.

We only hire the very best!

About the Internship

The User Experience and User Interface Design Intern will collaborate with different disciplines and contribute to experience-based requirements of a user interface and experience. The intern will articulate their interface design vision and negotiate with other to reach an ideal outcome. They will also articulate complex visions through simple and elegant designs, as well as craft and communicate compelling user experience visions and strategies. The internship will also involve designing experience for internal tools and process through the use of wire frames, mock-ups, sketches, and prototypes.

Required Qualifications

- Knowledge of design principles and methods, innovations, and ideation tools
- Familiarity with HTML, CSS, and JavaScript
- Familiarity with Photoshop, Sketch, or Illustrator

Preferred Qualifications

- Experience designing graphics

***Please Note: This position is in Carson City***

Internship Duties

- Organize information to create visualizations of content that achieve the brand’s objective through sequencing and relating elements
- Preparing storyboards, applying principles of human-computer interaction, comprehension, learning, and aesthetics
- Develop prototypes to create an innovative look and feel to concepts
- Test prototypes, observe usability, and define specifications to improve the quality and effectiveness of the creative product to accomplish platform objectives

$12/hour for 120 hours
Spring Semester 2017

Apply by November 1st, 2016 at www.unr.edu/career