



NIRA
NATIONAL IDENTIFICATION &
REGISTRATION AUTHORITY
HAY'ADDA AQOONSIGA IYO DIIWAANGELINTA QARANKA

Organization: National Identification and Registration Authority (NIRA)
Position: UI/UX Engineer
Location: Mogadishu
Reporting to: Director of Information Systems Development
Contract 12 months renewable upon performance
Duration

TERMS OF REFERENCE FOR UI/UX ENGINEER

Background:

The National Identification and Registration Authority (NIRA) is a Government Agency in Somalia, first established in 2020, with the aim of creating and maintaining the national identification system. NIRA is, inter alia, responsible for registering citizens and residents and for providing them with secure and verifiable credentials, including a unique identification number and a national identity card. It also serves as a trusted provider of identity verification and authentication services, promoting the use of the foundational identification system. With the establishment of NIRA Somalia, the government is committed to providing a reliable and efficient identification system that will enable individuals to access services and participate in the development of the country.

The Federal Government of Somalia is implementing the World Bank-financed Somalia Capacity Advancement, Livelihood and Entrepreneurship, through Digital Uplift Project (SCALED-UP) and intends to use part of the proceeds to hire a UI/UX Engineer) for the National Identification and Registration Authority.

NIRA seeks to recruit a UI/UX Engineer to:

- Evaluate and collect all user requirements and collaborate with software product analyst and developers.
- Illustrate design ideas using storyboards, process flows and sitemaps.
- Design graphic user interface elements, like menus, tabs, and widgets.
- Develop UI mockups and prototypes that clearly illustrate how sites and applications function and would look like.

Scope of Work:

Under the overall guidance from NIRA Director General, and the direct supervision from the director of Information Systems Development, the responsibilities of the UI/UX Engineer will include but not limited to the following:

- Collect and evaluate user requirements with the help of Software product analyst and software developers.
- Examine previous design feedback and briefs for new projects, and collaborate with the team.
- Use storyboards, process flows, and sitemaps to illustrate design concepts.
- Produce high-quality UX design solutions through wireframes, visual and graphic designs, flow diagrams, storyboards, site maps, and prototypes.
- Make page navigation buttons and search fields.
- Create UI mockups and prototypes that clearly show how sites work and look.
- Make unique graphic designs.
- Test UI elements such as CTAs, banners, page layouts, page designs, page flows, and target links for landing pages.
- Prepare Rough draughts and present it to internal teams and key stakeholders.
- Identify and resolve UX issues.
- Make layout changes based on user feedback. Follow font, color, and image style guidelines.
- Provide advice and guidance on the implementation of UX research methodologies and testing activities in order to analyze and predict user behavior.
- Adhere to style standards on typography and graphic design.

Qualifications and Experience requirements:

- A bachelor's degree in design, computer science, or a related field is required.
- A minimum of 5+ years UI/UX design experience for digital products or services.
- Portfolio of work in UI/UX design for mobile and web platforms.
- Excellent knowledge of CSS, CSS extension languages (Less, Sass), and CSS preprocessor tools.
- Excellent knowledge of Sketch, Wireframe.cc, InVision, HTML, Visio, iOS, Android, Adobe Creative Suite, and other relevant software.
- Knowledge of front-end and/or backend mobile and web application frameworks including Java, JavaScript, Go, Angular, ReactJS, and ReactNative.
- Multi-tasking and time-management skills, with the ability to prioritize tasks.

- Excellent analytical, problem-solving, communication, and interpersonal skills.
- Proficiency in Somali, Arabic and English, both spoken and written.

Deliverables:

- Detailed monthly reports on design ideas illustrated and graphic user interfaces designed.
- Documentation of developed UI mockups and prototypes.
- Documentation of UI/UX issues and fixes being made.