

SQUAD

Senior Designer

You're a maker.

That's what you do.

From the smallest pixel up, you make stuff: identities, campaigns, animations, print, digital.

You happily edit together films.

(Hell, you may even shoot 'em too.)

You're technically savvy.

Crisp vectors, cunning retouches, dancing logos, speed ramps, you've got it all goin' on.

But you're almost always hungry, hungry to develop your skills.

When you don't know how to make something, you suss it out.

You lead by example; you show what needs to be done.

You love to share your skills with others.

You organise and guide your team towards a common goal.

You know you're RGB from your CMYK, technically for sure, but you see the beauty in just the right two Pantones cosyng up together or deliberately bashing heads.

You know your Bob Gill from your Eric Gill, your FHK Henrion from your Armin Hofmann.

You're a cultural hoover (that's like a Dyson).

You suck up references from electronic music to opera, cartoons to art house.

And you have opinions on all the above.

You see that taking a position is a powerful engine for creativity, not removing your spark plugs.

You know positions are only as good as their constant maniacal execution.

Sound like you? Let's talk.

Making is the new thinking.

That be the truth.

Role

Squad is growing and we're looking for someone to play a key role in the development of the business. We're building a company that partners with leaders to build brands that take powerful positions in the world.

You'll work closely alongside our two Partners as we develop positions strategically and creatively, but the crux of your role will be to lead on translating concepts through into design work that excels functionally and aesthetically.

You'll be comfortable with designing all aspects of 21st century brands including the physical and digital; the spaces and experiences. You'll love to make screen-based stuff sing, make graphics move and have a knack for crafting compelling visual stories that keep people engaged.

Specifically, you'll be responsible for:

- Bringing brand strategies and concepts to life through design work that is beautiful, easy to use, and that gets people talking.
- Generating the activation ideas that keep the story moving, both physical and digital.
- Keeping on top of brand, design and technology trends and sharing with the team.
- Managing some or all aspects of creative projects from conception onwards: liaising with clients, working with production partners and collaborating with your team and other disciplines eg copywriters, typographers and illustrators.
- Adhering to, and suggesting improvements to, operational processes so that projects are smooth and efficient.
- Giving constructive direction, support and guidance to the designers working with you or for you.
- Contributing to the recruitment and growth of our interns.
- Attending and participating in design community meetings.
- Contributing to the ideas, designs and production of Squad self-promotional materials and social media.

Person

You'll likely have the following characteristics:

- The vision and tenacity to establish design directions and maintain their creative integrity through to production.
- Keen attention to detail and amazing craft skills - weaving iconography, typography, colour, space and texture together to help users successfully navigate digital and physical experiences, from web to wayfinding.
- Devilishly competent with all the usual programs for print and digital production.
- Able (and humble enough) to produce final artwork when required.
- Understanding of interactive technologies (including touchscreen devices, smartphones, connected TV).
- Able to pick up a pencil as well as a mouse – including sketching, drawing and thumbnails.
- Confident presenting own ideas with strong strategic and creative rationale, not just internally but to clients.
- Thoughtful. Able to recognise when there is a better way.
- Keen to contribute to the company's overall point of view.
- Comfortable handling multiple projects/tasks at one time alongside managing designers, clients and external contractors.
- Diligent when it comes to copy deadlines or supplying artwork.
- Almost always hungry: for the next great idea and to be part of our journey.
- A real team player but able to put the ball in the back of the net personally when it's needed.
- A grafter, a fighter and a winner.
- Keen to grow – both yourself and those around you.
- Obsessive about learning new stuff, be it knowledge, skills or about yourself. Able to put into practice what you've learnt.
- Relentlessly questioning.
- Deludedly optimistic.
- Interesting and interested.
- Interesting and interested. (Yep, said it again.) We need people with the ability to chuck in cultural references and stimulus daily. People keen to keep on feeding their computer (their brain not the box on their desk).

Package

Attractive salary and package dependent on experience.