

Job Description

Department: Design Studio

Job Title: Designer

Job Purpose:

- Working alongside Design Manager
- Producing a range of printed design materials for the healthcare industry, including promotional, branding and exhibition materials
- Taking work through from concept to completion, adhering to client's style guides where specified
- Generating fresh designs for new projects, and also adapting existing styles/templates for ongoing publications
- Providing design templates for digital media projects (to be built by another department)
- Producing pitch and proposal mood boards for presentations
- Working directly with project managers, senior managers and editorial team
- Liaising with external suppliers including printers, new media and specialist illustration services
- Producing in-house promotional pieces

Key Responsibilities & Accountabilities include but are not limited to:

- Producing original design and layout from visual through to finished print-ready artwork
- Producing concept/mood boards for pitches and new projects where necessary
- Artworking/adapting existing designs/templates
- Working closely with project managers/editorial team to establish design requirements and timelines
- Active contribution to design/project brainstorming
- Managing own workload (The Design Manager will oversee the department and scheduling, but you will be expected to manage your own workload accordingly)

Qualifications and experience:

- Design-specific qualifications, such as HND/BTEC National Diploma in Graphic Design, preferably degree
- 2 years agency experience
- Must be proficient in InDesign, Quark, Photoshop and Illustrator, plus Word/Powerpoint
- Web skills and 3D illustration advantageous

Key Qualities:

- Attention to detail
- Excellent communication and interpersonal skills
- Self-motivated, dynamic and enthusiastic individual
- Good organisational skills and ability to work on own initiative
- Must be a team-player and work as part of a small team in a small business
- Active contribution to team meetings and brainstorming sessions
- Honest and reliable
- Ability to work in a high pressure environment to strict deadlines

Working environment:

- Friendly working environment with the opportunity to work on a wide array of interesting projects
- A 37.5 hour week, although workloads may sometimes require more hours and greater flexibility
- International travel to client offices for pitches, and to establish design requirements

Salary:

- Depending on experience