

Position title

Junior Designer

Reports to

Creative director, Senior Designer

Background

As a junior designer you will be expected to work alongside a senior creative as a team member and in some cases and on your own on a range of projects. You will be responsible for helping to execute the instructions from the creative director on projects and contribute towards the overall success of the job. An understanding of typography, layout, animation and art direction will be needed to help the team produce the best work possible.

A good knowledge of the following tools is required



InDesign



Photoshop



Illustrator



PowerPoint

Bonus tools



After Effects



Premiere Pro



XD

Communication is a big part of the job, so the junior designer must feel confident enough to contribute to the entire creative process. Keeping abreast with current trends is also key when learning to develop your skills and train your eye.

Typical activities

- Offering input to creative meetings and sharing ideas
- Producing attractive and effective designs for all media
- Communicating with senior team members to receive feedback
- Liaising effectively with other team members
- Supporting the team throughout the execution of campaigns and projects
- Meeting deadlines and delivering work of a high quality level
- In most cases the junior designer will work on multiple concurrent jobs
- If time pressures arise the junior designer will be expected to support the creative team and put in the necessary effort to meet the deadline.
- Completion of time sheets and logging of time spent on each job is mandatory
- Occasional exposure and involvement with photoshoots, sound recordings, interior space visits and activation

Requirements and skills required

- Recognised qualifications (minimum 3 years of full-time study)
- 2+ years agency experience
- Proactive, friendly, with a positive attitude
- Strong written and verbal communication skills
- Adeptness with leading design software packages
- A determination to achieve and succeed
- The ability to meet deadlines in a high pressure environment
- The ability to see projects through from inception to production
- Consistency regardless of project size
- Good organisational skills that support the rest of the team
- The motivation to maintain and improve design standards
- The willingness to listen to feedback and use it to improve.