

INTERACTIVE GRAPHIC DESIGNER

LOGO / VECTOR ARTWORK

The role of an Interactive Graphic Designer is essential to the development of amazing artwork; you will be based at the Pre-Production & Production stage of the project.

You must be able to take the client's brief along with the script/storyboard and simplify it into a unique, impactful and creative logo(s)/vector(s).

TASKS

- Strong ability to make vector images from scratch.
- Strong ability to create branding logo(s) with concepts.
- Strong ability to think creatively and produce new ideas and concepts.
- Design and create attractive elements for use in video.
- Assist in designing and creating storyboards.
- Working closely with the script editor & video editor/motion graphics.
- Maintain up-to-date knowledge about latest graphic design techniques.
- Ability to work with raw data from clients (design specification form*).
- Ability to meet company deadlines.
- Detail orientated and organised.
- Ability to work independently as well as in a team.
- Knowledge of Photoshop & Illustrator.

EXPERIENCE

- 0-3 years' experience*
- Adobe Photoshop, Illustrator, 3DS Max, Cinema 4D etc

N.B - Applicants with no prior experience will be required to show an example of their creativity.

IF YOU ARE INTERESTED PLEASE EMAIL YOUR CV AND ALL RELEVANT MATERIAL TO
VACANCIES@GBMPRODUCTIONS.CO.UK

*Design Specification Form – A form sent to the client to collect information about their requirement(s).