

Junior 3D Designer | Exhibits/Environments

The ideal candidate is outrageously passionate about design and the creative process. As a junior designer you will work closely with the design director and design team to develop creative solutions for tradeshow exhibits and interior environments. You will be a key partner on a fast paced team working collectively to help clients achieve their event marketing and environmental design goals.

Responsibilities/Requirements

- Ability to design concepts that creatively meet client needs and objectives taking into account their business vision/goals, brand guidelines and budgets.
- Understanding of fabrication, graphics production and event services related to the execution of a project.
- Exceptional communication and interpersonal skills - ability to contribute to the sales process in client meetings and presentations.
- Motivated self-starter with the ability to problem solve independently and as part of a team.
- Operate effectively under time constraints to meet deadlines
- Portfolio submission that demonstrates originality and attention to detail
- Ability to design in 3ds Max and fluent in Photoshop and Illustrator