NEOSCAPE

The Position: Interactive Graphic Designer (Senior)   Date: June 2024

Who You Report To: Interactive Art Director   FLSA: Exempt

Neoscape is currently looking to add a new member to our award-winning interactive design team located in our Boston, MA studio. Our design team follows a hybrid schedule working in-office three days a week and remotely for two days.

The primary focus of this position will be to work with the Interactive Art Director, junior designers, and the whole Neoscape team to design websites, interactive experiences and other related projects for a wide range of uses and clients all around the globe. The senior designer manages and executes the design process from concept through production while overseeing, and developing junior and mid-level designers on a project basis.

Successful applicants should be extremely detail oriented, able to work on multiple high importance projects simultaneously, be able to work as part of a team and on their own with very limited guidance, and be able to assist other team members with questions and development issues. Good communication skills are absolutely critical for this position to ensure a quality look and feel for all our interactive deliverables and to devise future innovative solutions that reflect Neoscape's pioneering brand identity.

Your Primary Responsibilities*

- Partner closely with fellow project leadership and design team members to ensure creative consistency, collaboration and workflow alignment while delivering top-notch creative, executing interactive design from concept to completion.
- Utilize your deep understanding of the client and target audience and why a solution works / doesn't work for that audience to ensure graphic production best practices and offering the best creative and innovative solutions.
- Partner with project team to provide insightful, strategic and innovative creative solutions for clients designing complex, engaging interactive experiences for target audiences.
- Expertly communicate designs and annotations clearly to the development team.
- Manage and mentor a smaller team while providing hands-on guidance with team members, helping to coach and mentor on creative best practices and solutions.
- Effectively push design through the created or established interactive standards.
- Ensure flawless execution of interactive and development by overseeing all project team work, applying your strong knowledge from previous projects, proactively coaching project teammates on correcting when necessary.
- Be a part of overseeing and guiding team members through the creative process, advising on effective, creative solutions and solving problems together.
- Create in-depth wireframes demonstrating user flow.
- Proactively communicate project status, needs, and progress effectively with relevant team members from project start through delivery, facilitating internal reviews accordingly.
- Meet internal and external deadlines by actively managing your teams' project time while breaking down the project's overall budgeted time to team members and delegating work where applicable.
- Elevate projects by scheduling and leading working sessions, proactively coaching on best-practices and sharing knowledge from previous projects to current creative.
- Present to internal teams with confidence and conciseness, thoroughly explaining the interactive design creative process.

- Attend and lead interactive design portion of client reviews along with lead brand designer, soundly answering interactive questions.
- Learning how to assist with refining interactive design pitches, providing thoughtful suggestions regarding project time and budgets and attending some client pitches with Sales team.
- Other duties as assigned.

The Skills and Experience You Bring:

- Bachelor's degree in Graphic or Interactive Design or other related field.
- 4+ years' experience, preferably in an agency setting, with a focus on interactive.
- Proven success in managing project timelines, budgets, and teams.
- Ability to translate interactive design process to clients.
- Deep experience creating wireframes, storyboards, and prototypes for use in design review and user testing.
- Champion of Adobe Creative Suite, Figma, Sketch or comparable UI/UX software.
- Proven deep understanding of interactive experiences.
- Experience with HTML, CSS, video and animation.

You Are:

- An embodiment of Neoscape's values: Creativity, Collaboration, Drive.
- A motivator who believes that the best work comes from empowered teams.
- Someone who sweats the details with a keen eye for correcting mistakes and takes pride in creating the best quality work.
- Flexible and solution oriented, keeping the client's best interest in mind.
- Eager to listen to, interpret, and apply feedback, offering creative input and collaborating across disciplines.
- An executor on more complex projects while creating solutions that best fit the big-picture and client desires.
- An engaging presenter who is confident, articulate and can simplify the complex into compelling, intentional storytelling that drives business results.
- Continuously seeking to improve your creative process, keeping up with innovative best practices to provide best-in-class creative work and suggestions.
- A proactive communicator who ensures the team has the information they need to be successful and is in the loop every step of the way.
- A multi-tasker who loves a fast-paced environment and effectively leading teams to meet deadlines and project budgets.
- Always willing to jump-in, roll up your sleeves and help wherever needed.

The Working Conditions and Physical Demands of This Role:

- Normal office environment with long periods of standing, sitting, and continuous client contact
- Must be able to carry and lift up to 25 lbs.
- Frequent day and overnight travel to clients and other Neoscape offices required

The above statements are intended to describe the general nature and level of work being performed by people assigned to do this job. The above is not intended to be an exhaustive list of all responsibilities and duties required

*External and internal applicants, as well as position incumbents who become disabled as defined under the Americans with Disabilities Act must be able to perform the essential job functions (as listed) either unaided or with the assistance of a reasonable accommodation to be determined by management on a case by case basis.