

# Are you our new Junior Graphic Designer & Illustrator?

## The basics

<b>Location:</b>	Central London (with occasional travel)
<b>Reporting to:</b>	Creative Design Team Lead
<b>Salary:</b>	Competitive salary plus attractive benefits
<b>Working Hours:</b>	Full time. The pattern of hours may vary according to operational needs and generally work will be carried out during normal office hours. We're a flexible employer.
<b>Holidays:</b>	25 days per annum, plus statutory holidays.
<b>Contract:</b>	18 month with three months' probation.
<b>Equal Opportunities:</b>	The FCC strives to be an equal opportunities employer and commitment to this process will be expected

## Who are we?

We are Future Cities Catapult. We accelerate urban ideas to market, to grow the economy and make cities better. We bring together businesses, universities and city leaders so that they can work with each other to solve the problems that cities face, now and in the future.

From our Urban Innovation Centre in London, we provide world-class facilities and expertise to support the development of new products and services, as well as opportunities to collaborate with others, test ideas and develop business models.

We help innovators turn ingenious ideas into working prototypes that can be tested in real urban settings. Then, once they're proven, we help spread them to cities across the world to improve quality of life, strengthen economies and protect the environment.

## So what's it about?

We're looking for a brilliant Junior Illustrator/Graphic Designer to help our Creative Design Team bring to life the work of our Future Cities Lab, and inspire our partners, stakeholders and global audience.

You will be a key member of our Cities Strategies Team within our Cities lab, and work in multi-disciplinary project teams with anthropologists, service and digital designers, data scientists, urbanists, filmmakers and copywriters.

You will actively collaborate in a wide variety of projects and be responsible for visual communications required throughout the process (not just at the final stage).

### What will you be doing?

You will assist our senior illustrator and at times the wider Creative Design Team in the production of graphic material for a diverse range of projects. You will ensure our insights, ideas and innovations are communicated with maximum impact, utilising our brand and marketing guidelines to communicate via multiple mediums including our project partner meetings, our website and blogs, along with publications and our in-house exhibitions.

Some examples of what you might help creating and communicating, using a range of analog and digital media:

- Presentations and reports (Keynote, PowerPoint, InDesign, etc).
- Workshop material (posters, activity templates, activity cards, etc).
- Props to support our user research (idea cards, prototypes, conversation tools...).
- Current and future scenarios, storyboards and user journeys.
- Concepts and ideas.
- Use Cases (e.g. to demonstrate a potential future technology in use).
- Mind maps.
- Live Scribing to capture active conversations and collaboration (research interviews, events/talks, workshops, etc.).
- Installations for our exhibitions (digital and analog) in our Urban Innovation Centre and at global events.
- Data visualisations and info-graphics.
- Light touch user interface for apps or websites.

### What will the first year outcomes of your role be?

Outcomes are what you need to accomplish in your role. We think it is always useful to know these before you start. These are not all the outcomes you will be expected to achieve, but are some of the primary ones:

#### **Within the first year:**

- Support at least four of our key projects.
- Continually assist in the development of strong communications material around projects, capturing insights and ideas to be communicated in policy papers, blogs, presentations and other publications – starting within the first month.
- Catalogue all material produced to be utilised by the wider team.
- Ensuring and maintaining excellent team communications both internally and externally.

- Support the senior illustrator and the creative design team.
- Support requests from projects, and internal teams, on-demand, within the first month.

### What kind of person are we looking for?

You are passionate about graphic design, using illustration to communicate visually and are keen to gain experience in a fast paced and varied organisation. You are independent and with initial direction and some guidance you can work independently to support the delivery of graphic and illustrative outputs for our projects.

You are comfortable working fast and making things tangible in an innovation environment, prototyping quickly for feedback and iteration.

You love to draw, compose, create, and tell stories using images, graphics and illustrations

You will have:

- A graduate degree in a relevant design subject (graphic design, Illustration, visual communication, animation, character design, etc).
- Ability to work independently and to actively contribute to a creative design agenda.
- Good analog and digital illustration skills and are developing a strong portfolio.
- Good communication and storytelling skills.
- An understanding of communicating complex scenarios and concepts to a variety of audiences..
- Basic UI and UX thinking, to work closely with our digital teams
- An advanced level in In design, Photoshop, Illustrator, or other graphic software.
- Ability to work at speed, for instance within the context of a live workshop.
- Ability to adopt a variety of styles to suit project, context and audience but also keen to introduce your own style and visual language.
- Critical thinking skills with an active interest in developing our work, not just passively communicating it.
- An understanding of typography, layout and graphic design skills for presentations, publications, web contributions, or prototype applications.

### What about our culture?

We are a rapidly growing organisation with a mission to make urban innovation happen. We are all deeply committed to our mission, and you will need to share that commitment. In addition, you will have to be happy working in a fast-moving, unstructured and cross-disciplinary environment.

Things change as we learn, and you'll need a degree of adaptability. Our culture is open, collaborative and relatively non-hierarchical. We've tried to capture our way of working in three principles:

- (i) Break new ground – we’re transformative, imaginative and intelligent
- (ii) Play nicely – we’re collaborative, approachable and fair
- (iii) Make it a reality – we’re down to earth, tangible and we get stuck in.

You’ll thrive in an environment that sits between public and private, between cities and tech, between art and science, between research and practice.

If you are excited by the possibility of working in one of the world’s leading urban innovation centres, a place stuffed with a diverse group of talents and perspectives, we would encourage you to send your application.

### Want to apply?

Send your CV and portfolio with covering letter via our [application](#) portal and in your cover letter, tell us why you’re right for the job.

[www.futurecities.catapult.org.uk](http://www.futurecities.catapult.org.uk)

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