**Mid-Weight Designer**

We’re on the hunt for a mid-weight graphic designer to join a production studio shaping the future of entertainment. With innovation comes a diverse set of responsibilities – from one day to the next you can be working between a high-stakes pitch deck, a UI design for a virtual reality experience and promotion materials for Dimension’s activities at global film festivals.

You’ll use your design finesse and creativity to bring to life Dimension’s immersive experiences on the company website and social channels and develop the brand over time.

Joining as a mid-weight designer, you’ll work with the Head of Design, the marketing team and management, and often alongside our team of producers, animators and tech artists.

**Essential skills:**

* Previous experience in an in-house design or agency environment
* Stellar Adobe Creative skills
* Some knowledge of Adobe XD
* Experience in game, web or app UX/UI
* Experience of Google applications, including Slides
* A flair for typesetting and layout
* Knowledge of print and digital production processes
* Excellent time management, ability to work to deadlines
* Attention to detail, even under pressure
* Confident in your own ideas, with great communication skills
* Be able to work well within a team, to take instruction as well as feel confident in coming up with new ideas
* Some video editing skills and basic HTML/CSS knowledge also desirable

Do you get things right first time? Send your portfolio, CV, your salary expectations and why you’d be perfect for the role to us before 15th April 2020.

We are looking for an enthusiastic and ambitious individual, with a passion for branding and creative excellence. You must hold a valid current UK and/or EU working Visa.

Please submit CVs to:

www.dimensionstudio.co