

Part of the creative team at the Saint Louis Chess Campus (comprised of the Saint Louis Chess Club, World Chess Hall of Fame, and Q boutique), the graphic designer establishes the conceptual and stylistic direction for design staff and projects and campaigns. In addition to his or her own work, the designer organizes the work of writers, artists, photographers, designers, prepress technicians and print vendors, and anyone else who is involved in a project from concept to production. The graphic designer generally has the authority to select vendors and often functions as the creative lead on individual projects.

RESPONSIBILITIES

- Partner with the marketing team and key stakeholders to establish and review creative as it relates to each assignment
- Lead, inspire and collaborate with members of the creative team to produce inventive, thoughtful, relevant work
- Lead projects: oversee planning, concept development, design and implementation; assign tasks and monitor progress
- Understand and work within project parameters: promote organizational goals and mission, departmental goals and requirements, usability and technical constraints as well as budget and schedule; interact with internal groups and external vendors, managing deadlines
- Collaborate with all departments, including marketing, events, curatorial, development, scholastic, and video teams to develop strong concepts
- Direct and execute assigned projects: manage photo shoots, artists/designers, and events as appropriate
- Work within a variety of media: branding and print materials, environmental graphics and wayfinding, advertisements, fundraising campaigns, e-mail marketing, merchandise design and packaging, digital and social media graphics, website/interactive design, and content management
- Take the lead on presentations and creative brainstorming/critique
- Work closely with all departments: listen to key stakeholders and articulate their message and goals; be a leader of innovative design who delivers on creative concepts and strategy
- Collaboratively establish the creative strategy for projects
- Mentor and support junior design staff: understand their strengths and weaknesses, and recommend projects and training to help them develop
- Experiment with new tools and techniques
- Cultivate an understanding of trends, sharing insights with the team
- Represent the Saint Louis Chess Campus publicly, promoting and enhancing the organization's image and coordinating effective representation and communication of the Chess Campus to various communities, potential partnerships, and business channels
- Support Chess Campus programming and events by working outside of business hours on an ongoing basis and attending major events including opening receptions, tournament ceremonies, fundraisers, and press conferences
- Other duties as assigned

QUALIFICATIONS

- BFA or MFA in graphic design or equivalent field
- 3 to 5 years' experience as a designer or art director, in-house or agency experience preferred
- Portfolio filled with ideas, concepts and creative solutions you can talk through with pride
- A strong design and interactive (web) background is a plus
- Experience collaborating with writers and marketing staff to drive concepts and campaign ideation for print and digital
- Expert proficiency with Adobe Creative Suite, specifically Photoshop, InDesign and Illustrator
- Experience with (and understanding of) the print production process
- Strong knowledge and experience in designing for the web
- The confidence to ask the right questions, to own projects and to supervise activities and production as necessary
- An articulate, friendly, "whatever it takes," "down to earth" attitude, and a strong work ethic