



Position: GRAPHIC/UI DESIGNER
Location: REMOTE/USA
Contract: ASAP – FULL-TIME/PERMANENT
Contact: talent@rachelelewis.com

ROLE SUMMARY

We are seeking a Graphic/UI Designer to join an accomplished team of computer graphic artists and scientists. This role is with an integrated marketing and communications firm specializing in healthcare, with the goal of producing the best scientific art the world has ever seen. This firm was recently named one of the best places to work in several press outlets.

This team of artists creates digital designs, infographics, animation components, interfaces for a variety of experiential media types, and design templates, all while exploring the fascinating world of scientific discovery and the pursuit of conquering incurable diseases.

This is a full-time, permanent position starting ASAP with a competitive salary and outstanding benefit program and perks. This includes flexible PTO, expanded paid leave for new parents with a *4th Trimester* program that helps new parents transition back to work, and a five-week sabbatical program. Other perks include Income Protection, Retirement plans/401(k) match, and cell phone savings plans.

This role is working remotely to start and then moving to in-studio (TBD) when it is safe to do so.

ESSENTIAL FUNCTIONS

- Produce design solutions for a wide range of communication needs
- Explore and develop new styles and visual approaches for scientific visual communication
- Design components intended for motion graphic or animated media
- Collaborate with a team of computer graphic artists and design professionals to solve visual challenges
- Graphic Designer functions include digital layouts, infographic design and design template development
- UI Designer functions include interface design for interactive applications

KNOWLEDGE AND CRITICAL SKILLS/EXPERTISE

- Advanced knowledge of design software principles
 - a. Working knowledge of major design platforms (i.e. Adobe Illustrator, PS, InDesign)
- Ability to maintain professional manner in a high-pressure, deadline-driven environment

optional:

- Core understanding of interface design principles
 - a. Familiarity with experiential technology platforms (i.e. VR/AR/MR, etc.)
 - b. Proficiency in Adobe XD

Experience/Education:

- Bachelor's degree in art, computer graphics or related discipline and minimum 2 years professional experience in a design studio environment
- or-
- Master's degree in scientific/medical visualization, computer graphics or related discipline

To expedite this process, please submit your reel and/or portfolio and resume to talent@rachellevlewis.com

If you fit the criteria needed for this position, we will email you to set up a phone call.

Please note at this time this client does not have the capacity to hire anyone who does not already have legal right to work in the US and is not able to sponsor immigration petitions for this role at this time.