

Film Independent

Job Description

Graphic Designer

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The Graphic Designer is responsible for the graphic and creative development and execution of all in-house marketing materials (e.g. print/digital ads, email blasts, postcards, posters, signs/banners, etc.) – in most cases, from concept to design to making revisions and prepping for the printer. For larger campaigns, outside creative agencies are used to deliver final key art, in which case Graphic Designer would create all media from delivered files. Successful candidate must have a solid background as a production artist and patience making multiple rounds of revisions. In addition to print materials, candidate must be familiar with the creation of websites, eblasts, logo design and animated digital ads. Must be able to effectively design websites in Photoshop and communicate effectively with web developer. Excellent time management skills are required during the planning and production stages of large-scale events.

Requirements:

- Minimum 3 years experience working as a Graphic Designer
- Fully proficient in the latest versions of Illustrator, Photoshop and InDesign (using Mac)
- Excellent design aesthetic
- Ability to build out various assets from a single campaign image
- Knowledge of marketing principles and ability to convey messaging effectively
- Self starter with meticulous attention to detail
- Ability to work well under pressure and juggle multiple deadline sensitive projects
- Knowledge of printing practices
- Ability to design and code email blasts in HTML a bonus
- Positive attitude and team player
- Experience or interest in film/entertainment a plus

To Apply:

Email resume, online portfolio and salary history to: jobs@filmindpendent.org.

No phone calls or direct emails please.