

From: Judy S Snaydon judysnaydon@capilanou.ca
Subject: JD Environment Concept Artist Phoenix Labs
Date: February 25, 2020 at 10:33 AM
To: Judy S Snaydon judysnaydon@capilanou.ca



Environment Concept Artist

Phoenix Labs

[Apply Now](#)

 Vancouver, BC

Phoenix Labs is looking for an exceptional Concept Artist with a focus on Environment art, to join our world class world building team! The successful applicant will assist the Art Director in defining the look and feel of new cultures, civilizations, and ecosystems of the Shattered Isles. They'll be called upon to bring life, depth and richness to the Dauntless universe through both blue-sky conceptual work and detailed, accurate production designs of full environments all the way down to individual props.

Applicants must live within commuting distance to Phoenix Labs' Vancouver studio. This is a full-time, permanent position and is not suitable for remote work.

Responsibilities:

- Work with Directors and Feature Leads to explore themes for locales and objects in the world of the Shattered isles. Help by brainstorming and creating moodboards to communicate ideas and goals.
- Create compelling high level concept art to make tangible the visions for new environments, as well as detailed production design breakouts for 3D artists to build the assets.
- Support internal and external production artists by giving paintovers, and feedback to help achieve the artistic vision.
- Work collaboratively with level designers and 3D artists that balance creative vision with the realities of technical limitations and a date-based schedule.
- Work with VFX artists to create concepts for environment VFX that add life and depth to the world, as well as designs for environmental gameplay modifiers.

Requirements:

- Ability to create stylized designs for environments that are appealing, memorable, compelling, and express the personality, backstory, and mood of the area.
- Digital art proficiency (Photoshop/Painter).
- Ability to create designs that are thematically aligned with gameplay experiences.
- Love for the visual style of Dauntless and a passion to push it to the next level.

Preferred

- Experience in game engines (UE4/Unity)
- Experience working with outsourcing teams
- Experience in video game development pipelines

Application Process

Please send cover letter and resume/CV to jobs@phylabs.ca


From: Judy S Snaydon judysnaydon@capilanou.ca
Subject: JD Motion Graphic and Presentation Designer Presentation Geeks
Date: December 6, 2019 at 12:36 PM
To: Judy S Snaydon judysnaydon@capilanou.ca




Motion Graphic and Presentation Designer

Presentation Geeks

[Apply Now](#)

 Vancouver, BC

 Contract

 \$20 - \$35 an hour

Job Summary

Designing and delivering a presentation can be an overwhelming challenge... unless you have the Presentation Geeks in your corner! Although we don't deliver our client's presentation for them, we support them by developing the most amazing and engaging visuals their audience has ever seen. When a client calls us, they are looking for a way to stand out from the crowd.

If you have a background in motion graphics, excellent graphic design skills, and an eye for layout, we might have an awesome opportunity for you. We are looking for someone who can read a complex script and develop awesome visuals to support the presentation. You are a great communicator and can work well with other team members to promote ideas, solve problems and help create the world's most beautiful presentations.

Additionally, experience working with Prezi Next and PowerPoint is a big bonus. If not, but you still believe you have what it takes to be called a Presentation Geek, get in touch, as we can teach basic Prezi and PowerPoint skills as long as you have the desire to learn.

Because you'll work independently from home, you'll need the discipline and ability to work remotely from coworkers and management. If this sounds like you, you could be the next Presentation Geek Designer.

Key Qualifications

- Ability to layout beautifully designed presentation slides
- Ability to illustrate, develop infographics, motion graphics, and more
- Able to self-manage and work independently in a fast-paced, constantly changing environment
- Thrives in a team where expertise is shared and feedback is welcomed
- Effective time management including the ability to multi-task, organize and prioritize
- Able to comprehend and grasp advance topics and concepts across multiple industries while talking with customers
- PowerPoint, Prezi, or graphic design experience
- Aptitude for graphic design

Description

As a Presentation Geek designer, you will be the creative genius behind the world's most amazing presentations. Your ability to translate lists of boring bullet points into powerful visuals is what sets you apart. A Presentation Geek can use a complex client script to create visuals. One of the things that our designers love is the diversity of presentations that they will encounter.

Some of the services that our designers offer include slide design and layout, illustration, animation of motion graphics, and more. We work in multiple presentation platforms including Prezi, PowerPoint, Keynote, and more.

Education

Post-Secondary education in graphic design is preferred, but the final decision will be made based on the quality of your graphic portfolio, experience, and abilities.

Additional Requirements

As this is a work from home role, you will need to have access to a computer, graphic design software, and reliable internet source. Working hours are flexible, but we are looking for someone who can commit to between 10, 20, or 30 hours per week. Communication, comprehension, and ability to meet deadlines is an extremely important part of this role.

AT HOME REQUIREMENTS A quiet workspace, ergonomic chair, and desk High-speed Internet service, a phone, and a computer.

Job Type: Contract

Salary: \$20.00 to \$35.00 /hour

Job Type: Contract

Salary: \$20.00 to \$35.00 /hour

Experience:

- Motion Graphics: 1 year (Required)
- Powerpoint Design: 1 year (Preferred)

Language:

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[Judy Snaydon](#), Certified/Agréé CGD™

Pronouns: she/her/hers

Faculty, IDEA School of Design, Capilano University

Cell: 604.839.5839

Follow IDEA on [Instagram](#)

Read what we're up to on the [IDEA blog](#)

Capilano University is named after Chief Joe Capilano, an important leader of the Squamish (Sḵw̱wú7mesh) Nation of the Coast Salish people. I am honoured and grateful to work on the unceded ancestral territories of the Lil'wat, Musqueam, Sechelt (shíshálh), Squamish and Tsleil-Waututh Nations.

From: Judy S Snaydon judysnaydon@capilano.ca
Subject: JD Assistant Art Director Adbusters Media Foundation
Date: January 21, 2020 at 1:00 PM
To: Judy S Snaydon judysnaydon@capilano.ca



Adbusters Media Foundation is looking for a passionate and aesthetically sharp Assistant Art Director to help produce one of the boldest, most visually audacious magazines currently available on newsstands worldwide.

Adbusters, the journal of the mental environment, is a staple of the counterculture. For three decades, our collective of dissidents and dreamers has been smashing ads, castigating corruption, and taking the powers that be to task — without ever accepting a single corporate dollar. From Buy Nothing Day to #OccupyWallStreet, we've been at the helm of some of our era's definitive toneshifting moments. Become a key part of our mission to forge radical new ways to live, love, and think.

The Assistant Art Director will work closely with our Creative Director, Art Director and Editor in Chief to create layout and material for print and web use. The Assistant Art Director's job consists primarily of the following tasks:

- Researching and creating visual material for both print and web;
- Preparing visual material for print (pre-flight).

The successful candidate will have the following qualifications:

- Proficiency in Adobe Creative Suite (Photoshop, Indesign, Illustrator);
- A background in Art & Design or a related field;
- Knowledge of FTP, online newsstands, ecommerce, and imaging for web is a bonus.

Send your resume and cover letter along, applications without a cover letter will not be considered. Applications will be reviewed on a rolling basis. This is an in-house position and we are currently only seeking candidates who can commute to Vancouver for an interview.

Job Types: Full-time, Part-time

Experience:

- design: 1 year (Preferred)

- 1 day ago - [save job](#) [report job](#)

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From: Judy S Snaydon judysnaydon@capilanou.ca
Subject: JD Communication Designer University of British Columbia \$61,840 a year
Date: January 24, 2020 at 2:41 PM
To: Judy S Snaydon judysnaydon@capilanou.ca



Guiding principle: "Midpoint" of the hiring salary range means the individual possesses full job knowledge, qualifications and experience.

Job Summary

The Centre for Teaching, Learning and Technology (CTLT) is a central UBC unit providing leadership, academic services and support to the university community in the areas of teaching and learning scholarship, course and program development, learning design, educational technology support and development, instructional support, and teaching practice development.

The Communications Designer is an integral member of the CTLT Communications team and will lead and execute all strategic graphic design for internal and external communications. The incumbent will interact with internal clients, manage client relationships, assist in identifying audience and key messaging, and develop branding strategies. The position will be responsible for leading broader creative activities, such as brand and identity development, digital displays, presentations, educational resources, and various other promotional materials.

The role requires the management of multiple graphic design projects at a time and is responsible for consulting with various clients to determine design needs and advising on design project plans, development timeline, budget and any other information related to the design project.

The incumbent is responsible for the visual design of online and print communications, ensuring materials are visually engaging, effectively promote and support staff/ faculty initiatives, programs, and events as well as adhere to UBC brand standards. This role will require the individual to think creatively to produce ideas and solutions that can be expressed visually and explained articulately to project stakeholders. Substantial personal initiative is expected.

The position reports to the Manager, Marketing and Communications. The Communications Designer will work collaboratively with all members of the CTLT Communications team, the Marketing and Events Manager and other CTLT clients and stakeholders.

Work Performed

Manages all CTLT design projects, working with clients to clarify subject material, design objectives, and provide recommendations on selection of media.

- Creates concepts for client review; through client consultation develops projects from conception to production.
- Develops visual concepts, graphics and design templates that support communications projects including: presentations, websites, email newsletters, social media platforms and print promotional materials.
- Performs original graphic design and layout, typesets, manipulates digital images, takes photographs, creates vectored illustrations as needed for web and print communications materials.
- Adhere to central UBC branding standards and initiatives and maintains consistency with university branding strategy.
- Researches and advises on visual interface design; educates and advises departments on best practices in design strategies and implementation.
- Provides quality assurance of visual work at the CTLT.
- Liaises with editors and content providers to establish and meet production deadlines.
- Other related duties as required.

Supervision Received

Reports to the Manager, Marketing and Communications. Works under minimal supervision; receives defined assignments in the context of larger scope projects, but is expected to show initiative and creativity in reaching set goals. The incumbent is expected to establish and manage deadlines and project priorities, delegating tasks and following up on completion as required.

Supervision Given

May supervise other staff members and students on relevant projects. This position works with vendors and consultants in the coordination, development and delivery of projects.

Consequence of Error/Judgement

- Professionalism and tact are required when communicating and coordinating projects within the department, and with others outside of the CTLT. All communication outside of the CTLT is representative of the department, and should be conducted in a professional and formal manner.

The position requires strong attention to detail, ensuring accuracy, quality and completion of graphic design projects within deadlines.

Inaccurate information, poor quality of work and incomplete work could potentially damage the reputation of the CTLT, UBC and could possibly have a negative impact on future partnerships.

Qualifications

Undergraduate degree in a relevant discipline. An undergraduate degree or a diploma in Graphic/Communication Design, Fine Arts, Editorial Illustration or a relevant discipline is preferred.

Minimum of three years experience or the equivalent combination of education and experience.

A strong portfolio of high-quality print and web graphic design and layout samples. Demonstrated expert knowledge of the latest Adobe Creative Suite, specifically InDesign, Illustrator, Photoshop, and Acrobat. Knowledge of Lightroom, Premiere and AfterEffects are an asset.

- Experience in project management, specifically in developing and coordinating print and web based projects.
- Knowledge of graphic design principles and best practices required.
- Experience using web content management systems, including WordPress, as well as web page graphics and layout, an asset.
- Excellent business and well developed written and verbal communication skills are required.
- Ability to prioritize and work effectively under pressure to meet deadlines and respond to client requests.
- Ability to gather and present information specific to a particular target audience.
- Ability to work effectively under minimal supervision.
- Ability to work independently and within a team environment.
- Excellent interpersonal, strategic planning and leadership skills to establish and maintain communication with academic clients, faculty and staff.

Equity and diversity are essential to academic excellence. An open and diverse community fosters the inclusion of voices that have been underrepresented or discouraged. We encourage applications from members of groups that have been marginalized on any grounds enumerated under the B.C. Human Rights Code, including sex, sexual orientation, gender identity or expression, racialization, disability, political belief, religion, marital or family status, age, and/or status as a First Nation, Metis, Inuit, or Indigenous person.

All qualified candidates are encouraged to apply; however Canadians and permanent residents will be given priority.
University of British Columbia - Today - save jobreport job
- original job


From: Judy S Snaydon judysnaydon@capilanou.ca
Subject: JD Concept Artist - Sports (Freelance) CryptoKitties
Date: January 21, 2020 at 1:01 PM
To: Judy S Snaydon judysnaydon@capilanou.ca



Concept Artist - Sports (Freelance)

CryptoKitties

[Apply On Company Site](#)

 Vancouver, BC

 Freelance

We're looking for a talented Concept Artist to create concepts for digital sports collectables and cosmetic items at a high quality.

We are building the first ever NBA blockchain game in NBA Top Shot. It will enable basketball fans around the world to showcase their fandom and create real value from their collections in game with a robust peer-to-peer marketplace.

A little about us:

Dapper Labs is the company behind CryptoKitties. Formed in February 2018, Dapper Labs was spun out of Axiom Zen to spread the benefits of decentralization through the power of play, fairness, and true ownership. Notable investors in Dapper Labs include Andreessen Horowitz, Union Square Ventures, Venrock, Google Ventures, Samsung, and the founders of Dreamworks, Reddit, Coinbase, Zynga, and AngelList, among others. CryptoKitties is the world's most popular blockchain application outside of cryptocurrency exchanges.

Responsibilities

- Create concepts for digital sports collectables and cosmetic items at a high quality
- Set a visual target for 3D game assets that are achievable in-engine by the production art team
- Iterate rapidly on concept ideation creating a polished output to support product testing and determine the strongest vision for our content vision

Required Skills

- Excellent digital painting skills
- Expert Photoshop abilities, able to combine painted work with composited digital editing
- Working knowledge of the creative pipeline for games and ability to set achievable visual targets
- A strong visual aesthetic that leans towards sports marketing and products
- Strong communication and teamwork skills

Preferred Skills

- General experience working with other aspects of the art pipeline:
 - 3D Modeling & Texturing
 - Materials & Shaders
 - Particles & VFX
 - Animation
 - Technical Art

Tools

- Photoshop
- Bonus: Unity
- Bonus: Maya

More about Dapper Labs:

At Dapper Labs we recruit the best and foster an environment that empowers our team. That means a workplace that is diverse, inclusive, and open-minded. We welcome applicants of all backgrounds, regardless of race, colour, religion, sexual orientation, gender identity, national origin, or disability.

Because we care about our team, we work hard to provide perks that make their lives better by offering:

- Flexible vacation & remote work policy - most team members take between 15-20 days off per year, but we have no hard limit (for our co-ops & interns, vacation is instead paid out on each pay)

- Diverse opportunities for learning and development
- On-site gym and fitness reimbursements
- Dog friendly office!
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[Judy Snaydon](#), Certified/Agréé CGD™

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From: Judy S Snaydon judysnaydon@capilanou.ca
Subject: JD Concept Artist Kabam
Date: April 30, 2019 at 8:08 AM
To: Judy S Snaydon judysnaydon@capilanou.ca



Concept Artist

Kabam - Vancouver, BC

[Apply On Company Site](#)

 Vancouver, BC

Are you a well-versed artist that can turn visions and ideas into visual concepts? Are you a creative self-starter who is passionate about games? If so, let's connect! We are looking for a talented individual just like you to join our team as the **Concept Artist**.

Envision yourself in this role, you can expect to:

- Work under the Art Director to provide vision for production, illustrating concepts based on verbal and written direction
- Produce fantastic and interesting concept designs for several different facets of world creation, including character design, vehicles, props, environment, etc.
- Create lighting, composition and mood color studies
- Strong proven ability to produce drawings to serve as specs for 3D modelers, i.e. turn-arounds, orthographic renders, material guides, etc.
- Create solid illustrations and renders of game elements to serve as guides to 3D Artists, inspirational guides, for marketing purposes.
- Collaborate and iterate with a passionate in-house team crafting games for mobile and tablet devices

Culture and teamwork are something we fight hard to maintain in our team, so willingness to communicate ideas openly, collaborate with other team members, and become an owner to all your tasks is absolutely necessary. Having said that, we are still a fun bunch; your quirkiness will be celebrated, and curious minds will be rewarded here. Our desks are full of gadgets and little figurines we've collected over the years, there are random drawings you'll see in meeting rooms, and you will often see dogs (and humans) running around the cozy home we call office.

Adding to these, your success will be built from:

- Being a balanced individual with the ability to work on hard surface, industrial, and organic subject matter
- 4+ years of concept design/visual development experience
- Ability to work with a broad range of subjects and aesthetic styles
- Tenacity to iterate and get the design right!
- A desire to grow your skills and experience and to share those with other artists
- Excellent communication, interpersonal, time management and organizational skills
- Strong passion for gaming, especially in the mobile space
- Knowledge in Zbrush and other 3D programs a plus
-

From: Judy S Snaydon judysnaydon@capilanou.ca
Subject: jd FIFA - Sr UI Designer Electronic Arts
Date: February 18, 2020 at 6:43 AM
To: Judy S Snaydon judysnaydon@capilanou.ca



FIFA - Sr UI Designer

[Electronic Arts](#)

★★★★☆ 499 reviews

[Apply On Company Site](#)

Vancouver, BC

The Role : Sr User Interface Designer

We are EA

And we make games – how cool is that? In fact, we entertain millions of people across the globe with the most amazing and immersive interactive software in the industry. But making games is hard work. That’s why we employ the most creative, passionate people in the industry.

YOU HAVE

An excellent digital graphic design skillset which includes screen layout, typography, color, illustration, and iconography. Experience and proven examples of delivering great design solutions to multiple platforms (web, console, mobile, etc.) Strong written and spoken communication skills Conviction to sell your ideas, prototype quickly, and iterate on feedback Expertise in the Adobe Suite, and/or other visual design tool

YOU ARE

You're a passionate, detail oriented and creative professional interested in sport. You are a champion for user centered design processes (player first) You can present/advocate for/defend design decisions in group meetings with a multi-disciplinary team You stay up to date with the latest design trends You have extreme attention to detail. You're meticulous about how you communicate and document your designs You have a growth mindset where you are constantly thinking about how you can improve your skills and be a better designer You thrive in a team oriented, product-focused environment. You enjoy collaboration and appreciate the exchange of ideas and concepts You have experience building and shipping digital products

YOU WILL

Work side by side with the design team to research, design, execute on visual design initiatives Develop visual targets for new and existing features and execute pixel perfect final design(s) in the product Work with UX designers and Technical Artists to develop simple and clear solutions for complex features Work with the Product/Game Designer(s) to understand their goals and vision for a feature and support them from a visual design point of view Be a product knowledge expert in your area and ensure the features you designed are functioning as expected Support engineering teams during the implementation phase

NICE TO HAVE

Familiarity with Flash, After Effects, and how they will be used to bring your beautiful designs to game Familiarity developing prototypes to validate design decisions Familiarity with user testing, user research, personas, etc. Working knowledge of opportunities and constraints of current and new UI languages, console platforms, and other technologies as they pertain to visual design

Electronic Arts - 1 day ago - [save job report job](#)

- [original job](#)

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[Judy Snaydon](#), Certified/Agréé CGD™

Pronouns: she/her/hers

From: Judy Snaydon judysnaydon@gmail.com
Subject: JD Graphic Designer Ecstatic
Date: December 4, 2019 at 12:21 PM
To: Judy S Snaydon judysnaydon@capilanou.ca

JS


Graphic Designer

Ecstatic

[Apply Now](#)

 Vancouver, BC

 Full-time, Contract

 \$45,000 - \$48,000 a year

We are Ecstatic, brand storytellers through strategy, design, and digital development. We create full identities, websites and objects for clients, communities and ourselves. Our mandate is to engage with community centric projects and change-makers that spark exploration and positive interaction. Our clientele consists of tourism, municipalities, resorts, First Nations, events, non-profit organizations and businesses with positive impact.

We are looking for a talented and dedicated Graphic Designer with a focus on digital design to join our studio in Vancouver. We're looking for a team player who thrives in a collaborative, hands-on environment and shares a love of clean, well thought-out design. The successful candidate enjoys working in a small studio on multiple client projects. You conduct yourself in a kind, creative, stress-free way — all while cracking a few jokes along the way.

About the Role

- You're an active collaborator with the creative director, producers and development team
- You create and produce strong, creative visual brand assets for our diverse client portfolio
- You extend identities and branded print material including event collateral, signage, flyers, brochures, banners, and other branded content
- You bring website wireframes to life through design and create digital assets for e-Newsletters, social media and ad campaigns

What We Expect

- Degree or Diploma in design or related field / or equal experience [must be demonstrated in portfolio/work]
- Minimum of 3 years working experience in the design industry
- High-level proficiency with full Adobe Creative Suite
- Expert knowledge in graphic design principles, digital design principles and web standards
- A strong portfolio of work that demonstrates your skills, creativity, problem solving and expertise
- Working knowledge of UI design standards for web, mobile web, iOS, and Android
- Ability to create all deliverables to the highest level of quality
- Obsessive learner — always seeking experience and evolution
- Experience with Project Management Systems — such as Active Collab or Wrike
- Work well under pressure and collectively with a team
- Excellent communication skills (email, face-to-face and phone)
- Fluent in English, both written and spoken
- A keen eye for detail
- Friendly with a good sense of humour
- You love what you do and want to grow with a team

Bonus Skills

- Experience with Word Press CMS
- Content creation and SEO best practices
- Social Media Marketing
- Google analytics
- Video editing

If this sounds like you, please submit a brief cover letter, your resume and a link to your online portfolio.

We offer a flexible work week, extended health and dental. Salary will be commensurate with experience.

Thank you to all applicants for your interest, but only those under consideration will be contacted. Local applicants only — no phone calls please.

Thank you for your interest in Ecstatic.

Job Types: Full-time, Contract

Salary: \$45,000.00 to \$48,000.00 /year

Experience:

- Graphic Design: 3 years (Preferred)

Education:

- Secondary School (Preferred)

Location:

- Vancouver, BC (Preferred)

From: Judy S Snaydon judysnaydon@capilanou.ca
Subject: JD Storyboard Artist, 2D WildBrain
Date: February 27, 2020 at 12:03 PM
To: Judy S Snaydon judysnaydon@capilanou.ca



Storyboard Artist, 2D

[WildBrain](#) ★★★★★☆ 30 reviews

[Apply On Company Site](#)

 Vancouver, BC

Overview:

WildBrain Studios is looking for an experienced **Storyboard Artist** to join our team! You may have known us as DHX Media – we've recently changed our name to reflect our renewed commitment to pushing the creative and focusing on the artist experience. At WildBrain we create epic entertainment experiences for kids and family through industry leading animation. Join us and see what other great things are happening at WildBrain!

The role:

Come join the ranks of epic Storyboard Artists that have passed through our studio doors! We are searching for an inspired artist with a keen eye for composition, a strong sense of story, and mad drawing skills!

As a **Storyboard Artist**, you'll be collaborating with the Director and Storyboard department to conceptualize the story and create the visual blueprint for the entire production. This is your chance to set the scene for one of our exciting new productions!

Responsibilities:

You will get to work on...

- Collaborating with the Director and Storyboard team to create high-quality, dynamic storyboard panels
- Studying scripts to determine artistic interpretation and design boards in conjunction with the Supervising Director
- Maintaining awareness of the show's continuity, and ensuring the style and quality of the production is consistently met in board work
- Communicating progress or issues with Directors, Storyboard Supervisor and Production to ensure all deadlines are met
- Consulting with Director to approve the final storyboard panels and making revisions as needed
- Communicating ideas effectively and recommending solutions to help interpret the script visually
- Mentoring and supporting other Storyboard Artists and Revisionists
- Maximizing the re-use of assets with minor changes when the production schedule calls for it
- Assisting with and completing production-related assignments
- Keeping current on storyboarding techniques and technology

Qualifications:

You will be a great fit on our team if...

- You have 2 or more years' experience as a Storyboard Artist on an animated series
- You are familiar with and have experience with 2D or 3D Animation pipelines

- You have a Degree/Diploma from a recognized animation school
- You are known for both your drawing skills *and* your sense of humour!

Specific skills we'd love to see...

- Ability to organize and manage time effectively to meet deadlines
- Ability to communicate in a professional and positive manner
- Strong drawing skills and sense of design, character and composition
- Strong sense of acting and timing
- Creative problem solving skills
- Ability to work digitally (Cintiq with Sketchbook, Photoshop or Flash, etc.)

Why work at WildBrain Studios?

At WildBrain Studios, we have awesome benefits/perks and facilities to keep you engaged, committed, and creative. We pride ourselves on our work/life balance, offer events and opportunities for socializing, exercising, and spaces to relax and recharge. Our Vancouver studio is a 75,000-square-foot space where imagination can run wild. Did we mention our studio is also dog-friendly?

For us, quality, creativity and fun go hand in hand! Our teams dig into a diverse range of projects – from preschool and comedy to action-adventure, and work with international partners such as Apple, Netflix, LEGO, DreamWorks, BBC, Cartoon Network, Nickelodeon and more. We produce high quality Flash, Harmony, and Maya animated series, including *Snoopy in Space*, *Carmen Sandiego*, *Go, dog. Go!*, *LEGO Ninjago*, *Cloudy with a Chance of Meatballs*, *Blaze and the Monster Machines*, *The Mr. Peabody & Sherman Show*, *Fireman Sam*, *The Deep* and more.

WildBrain is dedicated to creating entertainment content that inspires, entertains and connects kids and families around the world. With some of Canada's top creative talents, our studio is bursting with energy. If you're looking for a fun and challenging job and to work alongside some of the industry's best, a career at WildBrain is right for you!

THANK YOU to all those who express interest in being a part of the WildBrain Studios team. Unfortunately, due to the volume of applications we receive, we may be unable to reply to all applicants. If we feel that you may be a good match for one of our current openings you will be contacted. WildBrain will accommodate people with disabilities throughout the recruitment and selection process. Applicants are encouraged to make their needs known in advance if accommodation is required.

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[Judy Snaydon](#), Certified/Agréé CGD™

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From: Judy S Snaydon judysnaydon@capilanou.ca
Subject: Job Description: Creative Specialist University of British Columbia
Date: April 18, 2019 at 10:59 AM
To: Judy S Snaydon judysnaydon@capilanou.ca



Creative Specialist

University of British Columbia ★★★★★ 281 reviews - Vancouver, BC

[Apply On Company Site](#)

\$56,271 a year

Job Posting

Job ID:

33507

Location:

Vancouver - Point Grey Campus

Employment Group:

Management&Professional (AAPS)

Job Category:

Information Services

Classification Title:

Information Services, Level A

Business Title:

Creative Specialist

VP/Faculty:

VP Research & Innovation

Department:

entrepreneurship@UBC

Salary Range:

\$56,271.00 (minimum) - \$67,550.00 (midpoint) - \$81,060.00 (maximum)

Full/Part Time:

Full-Time

Ongoing:

Yes

Desired Start Date:

2019/04/29

Funding Type:

Budget Funded

Closing Date:

2019/04/28

Available Openings:

1

Guiding principle: "Midpoint" of the hiring salary range means the individual possesses full job knowledge, qualifications and experience.

Job Summary

The Creative Specialist provides services and support for e@UBC ventures to generate effective communications and storytelling materials. This individual will also work with the e@UBC Engagement team to identify opportunities to integrate these materials into the communications activities of e@UBC and Innovation UBC in support of these broader strategic initiatives. This individual is passionate about storytelling as well as content creation, requiring strong collaboration skills with the ability to prioritize tasks according to level of importance. Main tasks include visual story-telling through photography, animation, graphic design, videography and video editing. Strong proficiency with Adobe Creative Cloud is required, specifically Premiere Pro, Photoshop, Lightroom and Illustrator.

Organizational Status

Reports to the Senior Manager, Operations and Engagement

Work Performed

- Visual content creation for e@UBC ventures, which includes: photography, graphic design, videography, animation and video editing.
- Providing ventures with advisory storytelling services and design support.
- Interviewing founders, teams and key members of the e@UBC community for written articles and/or video material.
- Helping to tell and promote the stories of e@UBC ventures through our social media channels.
- Working closely with the Communications Specialist to manage social media postings and articles/blogs according to strategy.
- Coordinating and directing the artistic aspects of filming and photography shoots to achieve the desired tone and message.
- Providing creative support to the wider e@UBC team as needed, which could take the form of graphic design, video development and photography etc.
- Editing the e@UBC website as needed and design new web pages within it as required.
- Assisting in creating quarterly reports and content strategy recommendations that identify areas of improvement.
- Helping to position, promote and cover e@UBC's strategic events.
- Providing photo coverage of e@UBC programmatic events as needed.

Supervision Received

Works under the general supervision of the Senior Manager, Operations and Engagement and in accordance with established principles and methods. Work is performed independently and collaboratively with other team members. Emphasis is given to communication and team work towards common goals. Keeps the Senior Manager, Operations and Engagement informed of actions through reports and discussions and brings items requiring policy decisions to their attention.

Supervision Given

May supervise student workers

Consequence of Error/Judgement

Errors in judgment in determining kinds of resources and techniques needed could result in high costs to the unit, would affect the quality and success of the projects, and credibility of programs that have both strategic and operational impact. The ability to create effective stories around our programs and ventures will have a direct impact on our engagement with the broader start-up and investment community and will impact our ability to fund-raise.

Qualifications

- Undergraduate degree in a relevant discipline. Graphic design degree or diploma preferred. Minimum of four years experience or the equivalent combination of education and experience. 3 -5 years graphic design experience preferably in a not-for-profit agency and/or educational setting preferred. Demonstrated experience designing a variety of communications and marketing collateral pieces. - Skilled using Video, Photo & Graphic design software within the Adobe Creative Suite, particularly: InDesign, Premiere Pro, Photoshop, Lightroom and Illustrator
- Experience in back end editing of Drupal websites as well as WordPress an asset
 - Project management expertise, ability to prioritize and meet tight timelines
 - Digital design skills and high level of expertise within Mac environment
 - Professional manner, customer-service orientation and comfortable with fast-paced environment
 - Positive, creative, collaborative and organized
 - Ability to manage changing priorities, concurrent projects and demanding deadlines
 - Flexibility to work some evenings and weekends during the school year

Equity and diversity are essential to academic excellence. An open and diverse community fosters the inclusion of voices that have been underrepresented or discouraged. We encourage applications from members of groups that have been marginalized on any grounds enumerated under the B.C. Human Rights Code, including sex, sexual orientation, gender identity or expression, racialization, disability, political belief, religion, marital or family status, age, and/or status as a First Nation, Metis, Inuit, or Indigenous person.

All qualified candidates are encouraged to apply; however Canadians and permanent residents will be given priority.

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