

Fellowship Job Profile

Lead Designer

The Lead Designer helps tell the story of Jesus, His church, and His people through the visual arts and graphic design to ultimately fulfill our church's mission of making disciples.

The Lead Designer is a person who loves visual storytelling. They're the ones in the room who can't help but imagine what something could look like in a variety of spaces. They know how to work with a team to take an idea, a concept, a direction, and make it a reality. They're a great team player by leading well in their piece of the puzzle. They have an "I'm down for anything" and "what if we tried this" attitude with a knack for excellence and empathy. For them, there is no task too small, no challenge too new, and no idea too big to lead.

Primary Responsibilities

- Lead for graphic design output for all project briefs assigned to the Arts + Communications team ranging in and not limited to web, app, email, social media, print and more.
- Receive and implement creative/art direction through design by developing concepts, pitching mocks, producing design, and preparing art for asset adaptation.
- Deliver on project requirements.
- Through design, adhere to, maintain, and contextualize brand or visual identity standards.
- Assist Arts+Communications Director in supervising visual quality assurance and cohesion across all of Fellowship's channels, platforms, and ministries, ensuring brand consistency.
- Support and collaborate with the Arts+Communications, Film+TV, Programming+Production Directors in special projects involving visual art that may span beyond graphic, two-dimensional design.

- Supervise our Junior Designer, their tasks and responsibilities, championing their development and growth as a creative professional.
- Collaborate with other creatives and teams in the development of storytelling strategies involving visual solutions, especially for social media campaigns.
- Develop tools such as design templates and guides and help train teams to use them accordingly.
- Receive creative and art direction, constructive criticism, and produce quality work.
- Work with other design team members in ideation, concept development, feedback, often giving constructive feedback.
- Remain current on industry design trends through research.

Qualifications

- Bachelor's degree or equivalent.
- Proficient in Adobe Illustrator, Photoshop and InDesign.
- Minimum of 3-4 years of demonstrated experience as Graphics Designer in an Agency or related industry.
- UI / UX experience preferred.
- A good portfolio of past design and creative projects.
- Excellent communication, time management, and multitasking skills.
- Teamwork skills.
- Creative thinking with attention to detail.
- Ability to communicate quantitative and qualitative results and other complex information to diverse audiences in an understandable and compelling manner.
- Can successfully manage time, workflow, and schedule to adhere to tight deadlines in a fast-paced environment.

This full-time position will report directly to the Arts+Communications Director.