

Overview

Brand-Liquid is a fast growing commercial and creative agency that prides itself on the mantra “Breaking the mould of traditional agency structure”. We are a networked agency who focus our efforts on delivering exceptional client content efficiently and effectively without the burden of traditional operating structures. To do this we are underpinned by technology in not only the content we create but in how we operate as a company. We operate globally and are not geographically limited.

**Job Description
Junior Creative**

Joining the junior creative team, the Junior creative will work closely with an energetic team to deliver visual content for our global clients. This is a great opportunity for someone wanting to work and develop under the guidance of 2 world class creative directors and gain exposure to more than just design, but also to learn from the creative strategy that underpins great content.

As an agency our business thrives on its fluid operating model so it is highly likely the successful candidate will, with the support of senior leadership, have the opportunity to interact directly with clients.

Responsibilities

- Deliver exceptional quality and attention to detail in all outputs.
- Understand the principles of project gates and meet project deadlines.
- Creative not only in visual content, but also in team contributions and thinking.
- Deliver conceptual “on brief” creative work to lead client discussions.
- Take conceptual creative work to final production stages.
- Work with print and digital media teams to ensure final product quality.

Requirements

- Formally trained in design (BSC / BA or other) is advantageous (not essential).
- 2 to 3 years as a junior designer.
- Proficient in design / graphic editing tools & software e.g. Photoshop, Corel.
- Attention to detail.
- Creative with the ability to provide visual solutions to complex design elements.
- Be able to represent the company values and image in client facing meetings.

Type : Fixed contract

We represent a number of clients on proprietary projects in early phase development. We do not work with freelance creative on proprietary work.

Remuneration

A competitive remuneration relative to experience

Applications close

15 February 2019