

URBAN DESIGNER/JOB CAPTAIN

Nonprofit urban design studio looking for a passionate designer to become an active part in solving the challenges our clients and community stakeholders face.

ABOUT CITY FABRICK

City Fabrick is a nonprofit urban design studio dedicated to improving communities through public interest design, planning, policy development and civic engagement. Based in Southern California, City Fabrick operates with a global view, drawing upon precedents near and far while fostering innovation that is applicable to other communities. As a nonprofit design studio City Fabrick is an independent organization that works beyond the conventional client-consultant framework, having the capacity to collaborate with community partners on mission-related work as well as self-initiate positive change in the community.

Our design studio operates as a fertile environment for creative experimentation; constantly looking for ways to redefine the physical environment for people. As City Fabrick's work includes a broad range of project types the work will require any applicant to be flexible, collaborative & resourceful. Current projects span building design, landscape design, environmental design, graphic design, urban design, planning and policy development.

POSITION DESCRIPTION

Under direct supervision of the Principal, the Urban Designer/Job Captain [Designer] will work with a diverse team of designers on a wide variety of projects through all aspects of design, production, and construction administration. The work spans all scales and types of publicly beneficial projects, collaborating with other nonprofit organizations, government agencies and local partners to make positive change in communities. This position will require strong design and technical abilities in addition to communication and organizational skills.

The Designer should be passionate, enthusiastic and constantly seeking new inspiration, have an interest in cities and the influence that civic engagement, design, planning and policy development has on building community. The Designer should have a solid understanding of the dynamics of communication, from printed collateral and construction documentation to physical installations to personal contact and social media, and how to effectively use these tools to share ideas and engage stakeholders and partners. City Fabrick expects the Designer to take an active part in the solving the challenges with our clients and partners.

DUTIES AND RESPONSIBILITIES

- Engage a diverse array of project types and scale, spanning building design, landscape design, environmental design, graphic design, urban design and planning.
- Assist the Principal providing design and planning services with emphasis on creativity, technical proficiency and processing, quality control, and efficient use of resources.
- Enthusiastically serve community interests through authentic public engagement, educational programming, advocacy and empowerment.
- Coordinate work product with clients, community partners, consultants, contractors, fabricators, and regulatory agencies to meet project objectives and requirements.
- Maintain clear records and communications, produce and coordinate work through all phases of project design, development, documentation and administration
- Participate in the management of organization activity including communications, graphic standard development/maintenance, quality assurance, strategic planning and learning.
- Produce drawings and communication tools for project designs. Follow protocol on all office procedures as directed by the Principal

REQUIREMENTS

- Must have Bachelor or Master Degree from an accredited Architecture or Landscape Architecture Program. Registration and road map for professional licensing is expected.
- Strong intuitive sense for design and the design process. Excellent graphic and visualization skills; must be capable of expressing design ideas quickly, with clarity and precision.
- High degree of personal motivation. Self-initiating with the ability to solve problems independently and as part of a team under the leadership of the Principal.
- Strong organizational skills with the ability to work concurrently on multiple, very different tasks and projects, in a variety of roles.
- Proficient with the latest versions of Autodesk AutoCAD, Sketch Up, Adobe Creative Suite [Photoshop, Illustrator and InDesign] and Microsoft Office [Word and Excel].
- Strong verbal and writing skills to communicate with community partners, general public, clients, consultants, government agencies and colleagues. Fluency in a second language [specifically Spanish, Khmer or Tagalog] is preferred though not required.
- 4-6 years of experience working in an architecture, landscape architecture, urban design office performing duties similar to those described above.

CONTACT AND COMPENSATION

Candidates should send their resume, cover letter and portfolio of work to as PDF files to info@cityfabrick.org. Please do not call to inquire. Salaries are competitive and negotiable based on experience, skills and creative talent. Our benefits package includes medical, dental and vision insurance; life, short-term and long-term disability insurance; educational stipend and sabbatical; paid time off and open office culture. City Fabrick is an equal opportunity employer and equal benefits providers.