

Job Title:	Graphic Designer	Job Category:	Creative Services
Location:	Henfield, UK / Remote	Travel Required:	Not required
Level/Salary Range:	£25-35,000 (pro rata)	Position Type:	Part-time (3 days or 22.5hrs/week)
HR Contact:	Claire Kelton claire@pscgames.co.uk	Date Posted:	8 July 2020
Will Train Applicant(s):	Yes	Posting Expires:	31 July 2020
Applications Accepted By:			
EMAIL: Travis Smith - travis@pscgames.co.uk Subject Line: Graphic Designer			
Company Information			
PSC Games is an independent board game publisher with a passion for strategy. We make great games like <i>Blitzkrieg!</i> , <i>Rome & Roll</i> , and <i>Red Alert: Space Fleet Warfare</i> and work with some of the best designers in the industry. We are a growing company with an exciting pipeline of games in development, including upcoming work with several popular licensed IPs.			
Job Description			
This new role is all about ensuring that the look and feel of our visual assets are as well developed as our games themselves.			
Your mission is to create compelling graphics that capture the viewer’s attention, whether they take the form of game elements, product packaging, or marketing materials. Your role is an exciting one where you will have input and shape our portfolio of titles and our brand.			
You are a creative communicator and can translate business needs into design solutions, presenting our products and marketing messages in the best light.			
This role works closely with the Studio Manager who is broadly responsible for marketing, branding, and product oversight, the Project Manager who manages our project schedules, and freelance Art Director(s) who lead the creative process on individual titles.			
KEY RESPONSIBILITIES			
The Graphic Designer will own the day-to-day graphic design function and process of the company – including all print and online design work. As our in-house resource, you’ll be			

actively taking the lead on creative work and developing design jobs from initial concept through to final artwork.

You will be required to manage multiple design projects at the same time and must be comfortable with a variety of mediums.

Print work may include items like marketing, sales, and event collateral, ad layout, and board game components. You will have an eye for detail and will be responsible for inspecting printed material from suppliers and approving proofs.

Digital work may include banner ads, social media content, website elements, and assets for our crowdfunding campaigns.

PSC Games is growing and this role is expected to grow with it.

KNOWLEDGE, SKILL AND EXPERIENCE

Essential

- Minimum 1 year of professional graphic design experience that includes print & digital layout
- Good knowledge of Adobe Creative Suite – InDesign, Illustrator, Photoshop
- Ability to create original design
- Strong written and verbal communication skills
- Good time management and organizational skills
- Ability to work collaboratively as part of a team
- Demonstrable creative thinking skills
- Strong attention to detail

Desirable

- Familiarity with the hobby board game market
- Working knowledge of visual design in board games
- Familiarity with Kickstarter
- Value-added skills or experience outside of core design competencies, such as photography video production, etc.
- Experience working with creative industry freelancers

NOTES

Applications without a cover letter will not be considered. Please include a link or attach your portfolio.