



Role: Junior Designer

Employment Type: Full-time or Part-Time

Location: East Coast, US

About Talenthouse:

Talenthouse is the ultimate co-creation platform, helping our partners to harness the power of creators in all corners of the world.

With over 1M creators, 2.5M social followers, 4M members and a client list including major brands, media owners and agencies, this is a truly unique opportunity to join a pioneering global company at an exciting scale-up stage.

Our Website: www.tlnt.holdings

The Role:

The Junior Designer will be highly organized and motivated with excellent attention to detail, ensuring Talenthouse's brand positioning and messaging are consistent and remain elevated on a global scale - basically, you make us look good n' cool.

A solid understanding of branding, typography, layout, and art direction is paramount, and an awareness of current trends should be demonstrated in order to produce clean and professional designs for both internal and external usage.

Responsibilities:

- Assisting with the company's marketing materials including; static and motion social assets, video reels, email designs, etc.
- Supporting the Sales Team with design assistance to create new sales decks, brainstorming new design concepts/solutions for all sales materials
- Participating in various internal and external design projects from concept to completion - including work for our catalogue of global clients
- Conducting market and design research to assist with building out our platforms and offerings
- Adherence to project deadlines (obviously)
- Offering input to creative meetings and sharing ideas (please!)
- Communicating with senior team members to receive feedback
- Liaising effectively with Production and Sales Teams and other team members (we're spread across Italy, UK and both US Coasts)



- Supporting the team throughout the execution of campaigns and projects (vague, but you get it)

We'd love to hear from you if you have...

- Previous experience within a creative-led or design environment
- Experience working at/with an in house design agency
- Experience with design software and graphics editing tools including:
 - InDesign
 - Illustrator
 - Photoshop
 - AfterEffects
 - Premiere
- Familiarity with design techniques (e.g. prototyping)
- Understanding of design principles (layout, type, and fonts)
- Experience in motion graphic design (training can be provided to upskill)
- Teamwork skills
- A keen eye for detail
- An active Spotify account and the ability to make collaborative playlists
- Time management and multitasking abilities
- Creativity skills and problem-solving aptitude
- BSc/BA in Design or a creative field would be preferred but not required

Who you will be working with...

- **Design Team:** Making stuff on behalf of our internal brands and external clients
- **Production Team:** Making stuff and making stuff happen in every creative discipline including video, photo, AR/VR, graphic design and one time a necklace and too many others to name
- **A Sales Team:** Making stuff happen for clients like WarnerMedia, Sony Pictures, Universal Music, Amazon and too many others to name

Incentives:

- Salary dependant upon experience
- Includes great benefits; allow for future participation in an employee share option scheme being established

Next Steps:

- Submit your Resume and Portfolio to careers@talenthouse.com