



Production Designer

ABOUT THE DELUXE GROUP:

Starting as a family business in 1969 things took off in the early 90's when clients allowed us to create unique interiors in bars and nightclubs. These interiors transported anyone there to another place for a few hours. After years of imagining, drawing, sawing, hammering, painting and lighting up venues on our home turf we travelled beyond our shores to cities in Europe and America. There we began to hone our craft in the fantastic world of themed entertainment. Inspiring people called Imagineers were our mentors. We knew this was our calling and have been hooked ever since -- bringing stories to life in hospitality, leisure and attractions.

We work as a collaborative team: a mix of designers, artisans, fabricators, project managers and marketeers. The workplace culture is informal but productive and each bespoke project is approached as "This is going to be our best ever." Our passion and enthusiasm rub off each other and we pull together when the going gets tough. We take pride in the quality produced from the workshop and satisfaction from delivering beyond our client's expectation. We have always been early adopters of technology and value the innovation that our younger teammates generate.

Of course, there is the odd pint of Guinness when we can toast to our success!

Deluxe has grown in size and spread our wings internationally into sectors such as cruise ship fit out. We see more potential than ever as the "Experience economy" gathers pace and look forward to welcoming a diversity of new talent from near and far into our fold.

JOB SUMMARY:

The Production Designer is responsible to oversee, lead, and manage the design and execution of all show related elements. The Production Designer is a creative, innovative and highly organized thinker able to create multiple technical and creative approaches and solutions to meet critical design criteria.

The Production Designer coordinates with all Project personnel, departments and disciplines (e.g. design, engineering, facility architecture and project management).

The Production Designer's primary responsibility is to ensure that the project creative vision and design intent is accurately integrated and documented in models and drawing packages. As part of the responsibility the Production Design is charged with development of show set drawings and packages that detail and integrate the various show elements of an attraction.





The Production Designer utilizes various drafting techniques and tools (e.g. AutoCAD, REVIT, ADOBE Graphics software, 3D software, etc.) to create dimensional, scale drawings and models detailing construction methods and the integration of various show elements with each other and the facility.

MAJOR RESPONSIBILITIES:

- As directed by Project Management, responsible for developing and executing the Client's Creative Director's vision through the production of integrated, constructible design drawings. Responsible for ensuring the accuracy and practicality of design through all phases of a project.
- Organizes and manages in-house and external design resources.
- Oversees and gives day to day work assignments to the design team during all phases of the project, including production and installation, in a manner that meets the project design intent.
- Initiates and organizes design reviews as often as needed during the process.
- Establishes, builds and maintains positive and productive team relationships based on open communication, trust and teamwork with project partners, departments, disciplines and personnel.
- Develops and presents appropriate project presentations to both internal and external audiences to communicate project status and to gain approvals.

SCOPE:

- Non-routine
- Detailed understanding of technical issues.
- Influences decisions of moderate nature requiring high degree of tact and maturity.
- Will work in all phases of projects as directed, from concept ideation to project closeout, design and field installation.
- Will be assigned to a wide range of tasks and project sizes and types.
- Must have no travel restrictions.

QUALIFICATIONS:

- Must have previous relatable experience and training (e.g. theatre, scenic design, architecture, fabrication and installation).
- Must be a creative, yet critical, thinker and problem solver with strong technical ability with various design techniques/tools such as show set design and drafting, 3D modeling, REVIT/BIM, architectural design, etc.
- Must have strong communication and collaboration skills and ability to work effectively in a team environment.





- Familiarity with American, Middle Eastern, and Asian design projects, building codes, customs, culture and language a plus.

EDUCATION:

- Bachelor's degree in Architecture, Theatre, Fine Arts or related field required.

EXPERIENCE:

- 7-10 years theme park, theatrical design, production and field installation experience required.
- Must have successfully designed, developed and installed attraction projects.

ADDITIONAL INFORMATION:

Travel is required depending upon Project needs. Role requires a high degree of collaboration and teamwork with Internal and External Partners. Requires highly effective communication skills. Requires a positive can-do attitude. Must be a problem solver. Should be able to thrive under pressure in a challenging work environment.

Your talent, skills and experience will be rewarded with a competitive compensation package.

CONTACT:

If this describes you, we'd love to hear from you. Please contact Lynne English at Lynne.english@thedeluxegroup.com

