
Design

Designer

Overview

Designers assist project teams and staff members as required on a variety of projects. This position requires attention to detail and the ability to multi-task; Designers may be focused on assisting on one large project or specific aspects of a variety of projects.

Designers must possess good collaboration skills, the ability to follow design direction quickly and efficiently, and be able to work well in a team environment.

This position requires at least 2-5 years of experience working at an interior design, architecture or related design firm.

At Studio O+A, base pay is one part of our total compensation package and is determined within a range. This provides the opportunity to progress as you grow and develop within a role. The base pay range for this role is between \$65,000 and \$80,000 and your base pay will depend on your skills, qualifications, and experience.

Responsibilities

Produce design documents and/or construction documents with support of team and supervision of Directors and Sr. Designers.

Work on design sketches, layouts and details.

Produce compelling renderings to effectively communicate design intent to the project team and the client.

Perform field verifications and assist with site inspections for validation of design intent.

Participate in pulling together look and feel imagery and palettes for furniture, finishes, and equipment, as well as assist in final selections and procurement processes.

Pro-actively keep Directors and project team informed of work status and seek clarification where appropriate.

Identify issues, risks and conflicts and ask for assistance in a timely and constructive manner when required.

Research building codes and standards.

Assist with CA, including processing of submittals, shop drawings, substitution requests, RFIs, field reports, and punch lists.

Assist with project closeout efforts.

Proficiency in Revit and Adobe InDesign/Photoshop required.