Role: Community Designer (3D Exhibition/Industrial)
Industry Type: Heritage, Design, Architecture, Exhibitions
Type: Full-Time

My Community is a non-profit organisation which conducts community-based participatory research and heritage assessments; establishes community museums, archives and libraries; organises participatory programmes and guided tours; and cocreate community architecture and urban spaces. We seek to preserve our social memories, celebrate our shared culture and heritage and champion greater community involvement in cultural management and urban governance.

Before we were formally registered as a society on 26 August 2010, we started engaging the Queenstown community through befriending in 2006, organising guided tours in 2008 and blogging in 2009. On 12 December 2015, My Community was registered as a charity under the Charities Act. We were then recognised as an Institution of Public Character on 13 December 2016.

Today, My Community boasts almost 500 volunteers. Our first community museum in Queenstown was opened on 31 December 2018.

Job Description

- A passionate community designer who is keen to work with the community stakeholders to develop a participatory design model and process for community-based design, exhibitions and galleries.
- Organise information in content narratives to express it as a spatial/exhibition design with a thoughtful approach to 3D elements, graphics and eventual fabrication (colours/materials/finishes/construction methods) etc
- Understand the processes involved and time required in turning content narratives into a spatial/exhibition design
- Possess the experience, thinking skills and software skills to develop design independently from conceptual to final design, detailed construction drawings.
- Familiar with fabrication methods and site installation.
- Work closely with the organisation development, research and operations team to conceptualise ideas and submit proposals in a timely manner.
- Communicate ideas effectively with team-mates, collaborators and clients.
- Follow through the projects from beginning to the end ensuring the highest quality standards.

Requirements:

- Keen interest in interacting with the community (residents, shopkeepers, students, diverse stakeholders and partners) on arts, culture and heritage.
- Bachelor’s Degree in Architecture/Industrial Design/Interior Design/Exhibition Design or equivalent.
Minimum 2 to 3 years of relevant working experience in the heritage, events, interior design or exhibition industries designing spaces.

Creative individual with good design flair and interpretation skills

Excellent interpersonal, leadership and time-management skills

Proficient in 3D modelling softwares such as SketchUp, Familiar with softwares such as Adobe Illustrator, Photoshop and MS Powerpoint

Skilled in space planning, concept generating freehand 3D sketches

Ability to work independently as well as in a team and effectively under pressure in multiple projects to meet tight deadlines.

Application Deadline: 30 June 2020

Please send your resume, a cover letter and portfolio to careers@mycommunity.org.sg
Role: Community Designer (Graphics Design)
Industry Type: Heritage, Design, Architecture, Exhibitions
Type: Full-Time

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Job Description

- A passionate community designer who is keen to work with the community stakeholders to develop a participatory design model and process for community-based graphics design and visuals
- Responsible for all graphics visuals, designs and concepts.
- Ability to recommend the most suitable usage of typefaces, colour palettes and graphic approach for different mediums as well as in a space, understanding the constraints and other considerations such as human scale and viewing eye level in a space.
- Understand how to organise and interpret content into graphic design, info-graphics and text treatments for different mediums or environmental graphics within a spatial/exhibition design
- Possess the experience, thinking skills and software skills to develop design independently from conceptual to final design.
- Familiar with setting up final artwork for printing production requirements.
- Awareness of other fabrication and site installation methods is bonus.
- Work closely with the organisation development, communications, research and operations team to conceptualise ideas and submit proposals in a timely manner.
- Communicate ideas effectively with team-mates, collaborators and clients.
- Follow through the projects from beginning to the end ensuring the highest quality standards.

Requirements:
Keen interest in interacting with the community (residents, shopkeepers, students, diverse stakeholders and partners) on arts, culture and heritage.

Bachelor’s Degree in Visual Communication/Communication Design or equivalent.

Minimum 2 to 3 years of relevant working experience in the heritage, events, exhibitions or visual communication design industries

Creative individual with good design flair and interpretation skills.

Excellent interpersonal, leadership and time-management skills

Proficient in software such as Adobe Illustrator, Photoshop and Indesign, MS Powerpoint

Knowledge of animation, motion graphics and video editing skills is a bonus.

Skilled in freehand sketches

Ability to work independently as well as in a team and effectively under pressure in multiple projects to meet tight deadlines.

Committed and willing to learn

Application Deadline: 30 June 2020

Please send your resume, a cover letter and portfolio to careers@mycommunity.org.sg