

Senior Interior Architect / Designer

The Senior Interior Architect / Designer initiates design concepts and leads design development for one or more large or complex projects in a manner consistent with firmware standards.

This is an experienced designer with responsibility for design development for large/complex projects, including client interface and directing the work of others. Position works closely with project manager and project architect and receives general direction from the principal-in-charge.

Typical Work:

1. Defines program requirements and establishes design parameters based on client requirements; works with project architect and project manager.
2. Develops programming, consulting, strategic planning, conceptual designs, space planning, presentations, design development, and production.
3. Manages design team members during the implementation of design to ensure that clarity and quality of concept are maintained throughout the design process.
4. Manages design process for entire project; leads/directs the work of other designers and technical staff.
5. Produces finish, furniture and equipment specifications for interior spaces as well and adjacent exterior spaces.
6. Resolves complex design issues with innovative and budget-minded solutions.
7. Monitors project budget and schedule related to design team efforts.
8. Manages client interaction and decision making related to design.
9. Performs other duties as required.

Job Requirements:

This position requires a B.S., B.A. or master's degree in architecture or related field. At least seven (7) years of experience as an interior architectural designer. An architecture license or Interior Design licensed (NCIDQ) is required. Ability to lead project team, and to build and maintain client relationships are required. Must understand trends, construction methods, finishes and furniture specifications and purchasing, as well as construction administration. Possess a high level of visual and verbal communication skills and a high level of freehand and rendering skills. Have the ability to mentor team members, offer guidance and leadership. Strong graphic and visualization skills, be capable of using 2D/3D software, including Revit, AutoCAD, Lumion, Sketch up, Adobe Suite and Microsoft. Knowledge of commercial building and accessibility codes.

Other Requirements/Working Conditions:

Ability to work in an office environment and on a computer for several hours at a time. Ability to meet with clients on- and off-site. Travel may be required.