



## Job Description for Graphic Designer for Hawk Wargames Ltd

### Overview

**Recruiter:** Hawk Wargames Ltd

**Position:** Graphic Designer

**Terms:** Part Time

**Position Type:** Permanent/Flexible

**Salary:** £10-£15k (depending on experience and skill) (£20-30k pro rata)

**Working Arrangements:** Part time. Flexible hours available. Office based (preferred)

**Holiday:** Pro-rata 20 days per year + bank holidays + Christmas Break

**Education:** Educated to at least A level or equivalent (preferred)

**Location:** Central Croydon, Greater London (5-10 mins walk from East and West Croydon Stations)

**Date posted:** 10<sup>th</sup> October 2014

**Applications to be received by:** 22<sup>nd</sup> October 2014

**Start date:** As soon as possible

### About the Company

Hawk Wargames Ltd was founded in 2012 by David Lewis. Louis Downs then joined as a partner later in the same year, before the launch of their first game, Dropzone Commander. The company has a growing product range, along with plans for future games, and is active in markets across the World, particularly USA, UK, Australia and mainland Europe, with an expanding customer base around the World. Over the coming years we hope to grow our team, both through the increase in products, and in our approach to sales, customer service and player engagement.

Hawk Wargames is dedicated to improving company processes and increasing and broadening the skills of our team. This opportunity could be perfect for someone looking for a new challenge in a part time role, or someone looking for flexible hours of work. Pay will be determined by the experience and skills that the applicant can bring to the business.

### The Position

Reporting to the Production Manager, this role demands a creative individual who intuitively understands type and image, and can produce work with subtlety and strength relevant to the market. The projects will range from Publication work, though to advertising and graphical detail, and will involve collaborating with our Illustrators and Packaging Designers. This role is truly suited for someone who is highly motivated and is keen to join our growing team and support the exciting growth of this company as a creative part of it.

As this position is within a small company, the range of graphic design work will be varied, providing an excellent opportunity to learn and develop skills in game development and publishing, along with the opportunity of also being involved in day to day activities of the business. The ideal candidate would have an interest in games, especially wargames, but more-so, have an understanding of the level of the industry, and be capable of translating ideas into visual communication efficiently and effectively.

Fitting within a small creative team, the position relies on a confident and creative individual with energy, professionalism and a collaborative outlook. The role will mainly include the following tasks and duties:

- Creating adverts;
- Delivery of print based products;
- Solidifying brand guidelines;
- Design of print and online marketing material;
- Research into market trends within graphic communication and development of styles;
- Liaising across the company to ensure quality and integrity of output and the message;
- Discerning eye for quality within our market;
- Creative flair, originality and a strong visual sense;
- Presenting and explaining ideas within team;
- Other office based activities;

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In addition to these graphic design duties, this role **may** also involve other tasks (where these suit the selected candidate's skills) including:

- Attending trade shows, both in the UK and Internationally
- Proof reading and game testing
- Social Media Management
- Web based design and management
- Supporting our artists in creating artwork
- Product innovation

## Essential Skills

The role requires good IT Graphic Design skills. The ideal candidate would be educated to at least A-level or equivalent (with preference of a creative or design based degree), with good experience in this position.

- At least 2 years' experience in Graphic Design
- Good typographical skills
- Good communication and collaborative skills
- Excellent research and concepting
- Adobe Creative Suite experience (InDesign, Photoshop, Illustrator essential, others a bonus)
- An understanding of materials and processes
- Good organisation and time management skills

We are looking for a candidate who:

- Has keen attention to detail,
- Has a positive and proactive attitude, as well as a willingness to learn
- Is calm under pressure
- Can problem solve and takes initiative
- Is committed and enthusiastic
- Has an approachable manner

## Beneficial Experience/Skills

- Knowledge of Wargames and/or the broader Games sector
- Clean UK Driving License

## Important information

As the role has an immediate start, we will process applications as soon as they are received. We will aim to interview candidates commencing from the week after the closing date of the applications.

Please submit your CV covering employment history and relevant experience of no more than two pages, a covering letter, 6 pages of your portfolio, and a link to any further work online you wish us to look at, to: [jobs@hawkwargames.com](mailto:jobs@hawkwargames.com) The closing date for entries will be Wednesday 22nd October 2014.

In your covering letter, please explain when you would be able to start, why you think you would be suitable for this job with Hawk Wargames, and why you want to work for us. Please also make sure to add all your skills and hobbies; we are a small company and aim to have a team of interesting people, where people can enjoy using their broader skills.

Although we expect a high number of applications, we will endeavour to respond to every single relevant application that contains a CV, covering letter and portfolio.

No Agencies need apply.