



Job Description: Senior 3D Designer

SPMDesign, Orange CA

SPM Design — OUR ETHOS //

Consistency, thoroughness, passion, and craftsmanship are the fundamentals on which we have built SPM Design. Our team has decades of experience in design, multidisciplinary production, artisanal craftsmanship, and fabrication.

We design, curate, build and install custom elements, such as large-scale art, environmental graphics, wayfinding, experience moments, exhibits, and public activation. We work directly with clients, architects, and interior designers to bring to life the art and design that overlays the traditional architecture scope. We are a fast-growing design and fabrication studio, with a lot of exciting, unusual projects.

POSITION SUMMARY // We are looking for an experienced 3D designer who is passionate about integrating art, storytelling, and brand expression into the built environment. Someone who can strategically conceptualize a whole project, as well as design individual custom elements. We are looking for someone creative and energetic with a good understanding of architecture, art, and fabrication. Projects are multifaceted and highly collaborative, so a self-driven, organized, cooperative, and flexible attitude is necessary.

Position Responsibilities as Senior 3D Designer –

- Ideate fun conceptual ideas, and develop and deliver them
- Plan, manage, and complete project tasks from concepts through design documents and coordination with the engineering, fabrication and installation teams
- Work as part of a larger design team, closely with the Creative Director and senior leadership
- Manage multiple design projects at various stages of development
- Collaborate with leadership, engineers, fabricators, and other designers to develop realistic solutions while maintaining a strong design aesthetic
- Develop creative design solutions that are in line with project goals and understand their impact on cost, production, and other variables
- Prepare graphic presentations for client review, and present work articulately and passionately 3D model designs, and create renderings and other project visualizations for clients and the public
- Communicate status of projects consistently to project manager and leadership
- Mentor junior designers
- Contribute to a sense of growth of a multidisciplinary design and fabrication studio

- Research and integrate art, experience design, new materials, technologies, and building methods into design ideas

Skills and expectations

- Minimum 5 years experience in architecture, art fabrication, exhibit design, industrial design, or interior design
- Experienced in 3D modeling a must. Rhino a plus.
- Experienced in Adobe Creative Suite
- Ability to understand architectural drawing sets and fabrication shop drawings
- Ability to quickly communicate concept ideas through sketches, diagrams, mood boards, and collage
- Interest and experience in Environmental Graphics concept design, development, and print mechanicals a plus.
- Understanding of fabrication techniques, materials, and processes
- Curiosity to learn more and push boundaries of artistic expression and fabrication
- Highly collaborative attitude and experience working with other designers, architects, project managers, graphic designers, engineers, fabricators, lighting designers, and clients
- Ability to think with your hands; proven experience in designing and building things. This includes knowledge of the design process, ergonomics, Universal Design, user interface, materials, construction skills, and building techniques

Please submit your cover letter and resume- along with relevant work experience/examples to info@spm-design.com. No phone calls, please.