



Designer

PG One Overview

We are PG ONE. Aka Publicis Groupe One.

We are the ideas, production and media for over 30 of the world's best known and loved brands from the world's biggest advertiser, P&G (Procter & Gamble).

When you see Pampers, Gillette, Head & Shoulders, Fairy, Ariel, Always & Braun to name a few, that's us.

We are made differently to conventional agencies as we believe in the power of togetherness. Under one roof you'll find creatives, designers, strategists, account teams, producers, project managers, data scientists, PR & influence teams and media talent, all working as one.

And you'll find a culture of pushing new boundaries to solve the most complex business challenges. We call this culture "Dare to be Different" and we are very proud of it. Because we know you have to keep breaking new ground, without fear, to be successful.

We're believers that our differences make us stronger, which is why we actively look for and value diversity in every sense. We aim to build teams that represent people from all backgrounds and cultures, with a diversity of thought, perspectives and skill sets.

You'll find no egos or restrictive layers of hierarchy here but instead an ambition to empower talent at every level to help shape better outcomes in work and working life.

The role

We are looking for a Designer to work as part of the PG One Design Team from Tuesday 8th October for 2 months.

Who you are

- You are passionate about design, comfortable working to tight deadlines, have a great eye for detail, with an enthusiastic personality!
- You contribute to create an environment where everyone can enjoyably collaborate to produce the very best work
- You are a team player, supporting your team members when required
- You take direction and are willing to listen, learn and share ideas
- You enjoy working across multiple brands and are comfortable with a fast-paced delivery environment



Key Responsibilities

- Create and develop designs and visuals, brand guidelines, toolkits, digital, social media, print ads, OOH
- Receive briefs and manage expectations accordingly
- Responsible for amplifying existing assets into engaging designs across multiple touchpoints, implementing brand guidelines principles
- Following the correct design processes and creating high-quality deliverables for projects
- Working on multiple projects/tasks of varying complexities, meeting your deadlines
- Use your experience and knowledge to identify and resolve design, artwork, print and production challenges
- Using best practice, work together with the Studio and wider team to exceed client expectations, delivering high quality work.

Key Competencies

- Solid working knowledge of Photoshop, Illustrator and InDesign.
- An understanding of After Effects and motion graphics
- Proven experience working on large-scale projects across a variety of formats
- Being motivated, goal-oriented, persistent and a good communicator
- Having a keen eye for detail – your work is produced to pixel perfection working within grid frameworks, with consistency throughout
- An ability to prioritise and organise work within an existing design process
- Collaboration and creative judgement

What you'll need

- At least 4 years of design experience working in advertising agency or similar
- A portfolio showcasing a range of beautifully crafted campaign and branding projects where you have led the work and been involved in concepting
- An ability to juggle and complete multiple projects while meeting strict deadlines
- Thorough knowledge of print and digital design processes and limitations
- Advanced skills in typography and layout
- Good verbal and written communication skills