



Architectural Technician / Draftsperson

Reports to: Senior/Supervising Creative Director
Location: Miramar, Wellington

Role Purpose

The IE Team exists to design and create world class immersive experiences around the world.

The Architectural Technician/Draftsperson creates and details architectural drawings for exhibitions and experiences, supports documentation systems, and works with structural engineers. liaises with teams and engineers to develop designs, and occasionally contribute to concept design and brainstorming sessions.

Key Accountabilities & Outcomes

- Design, draft and detail production-ready architectural drawings for exhibitions, sculptures, and other location-based experiences – including the modelling of complex geometry.
- Produce clean, well-annotated drawing sets that support quick comprehension and efficient workshop execution.
- Combines strong knowledge of materials, construction methods, and workshop processes to produce precise, buildable documentation—including detailed workshop drawings, material specifications, tolerances, schedules, and clear installation or assembly instructions.
- Bridge the gap between early concepts and fully developed design drawings, capturing the creative vision and refining it through iterative design and technical development.
- Design with real-world application in mind, considering transport, assembly, and installation requirements from the outset
- Develop and/or adhere to architectural filing systems.
- Issuing of documents to other parties (internal and external).
- Collaborates closely with designers, engineers, fabricators, and external partners including overseas suppliers and multi-disciplinary teams to align aesthetic vision with technical and production requirements.
- Contributes to the development and refinement of early-stage prototypes to test fit, scale, and feasibility.

Health, Safety, and Well-being

- Follows all health, safety, and well-being rules, procedures, and instructions. Takes reasonable care to look after their own H&S at work and the H&S of others.
- Champions excellent health, safety and wellbeing practices.

Qualifications & Experience

- A relevant professional qualification.
- Experienced in Building Information Modelling (BIM) workflows for integrated, collaborative design and documentation, including coordination with architects of record.

Skills & Competencies

- Highly skilled in Revit and proficient in Rhino, with the ability to model complex geometry and produce detailed, production-ready drawings
- Familiarity with parametric design tools such as Grasshopper and Dynamo is considered highly desirable.
- Knowledge of building systems and construction practices.
- Understanding of architectural documentation.
- Ability to create design sketches, concept designs, and architectural visualisations.
- Understanding of the design process.

Key Working Relationships

Internal

- Immersive Experiences Team

External

- Clients
- Vendors

Change to Job Description

Completed on: 1/05/2025 Review Date: 1/05/2026