



## Senior Architect

Reports to:	Head of Project Delivery
Direct reports:	None — mentors and guides the architectural design team
Division:	Immersive Experiences
Location:	Miramar, Wellington

### Role Purpose

The Senior Architect leads the architectural design and technical development of immersive, themed-entertainment projects through all phases — from early concept design through construction administration. Reporting to the Head of Project Delivery, this role transforms creative vision into built reality while protecting the integrity of the guest experience. The Senior Architect mentors and guides the architectural design team and is highly skilled at managing recognised design processes such as RIBA, AIA and NZIA. We're searching for someone with experience in themed entertainment, museum and attraction design, or large-scale commercial work, who understands that great themed environments require more than technical skill, they require imagination, collaboration, precision, and the ability to translate story and concept into space. Direct themed entertainment and attraction design experience is preferred.

### Key Accountabilities & Outcomes

#### Lead the architectural design process across all project phases

- Lead the architectural design process from early concept through construction administration.
- Develop and document creative, technically sound design solutions aligned with project goals and governing codes.
- Lead medium to large-scale project architectural scopes and support teams with varying experience levels.
- Maintain the integrity of the narrative experience throughout design development and delivery.

#### Manage recognised design processes (RIBA, AIA, NZIA)

- Run structured design processes in line with recognised frameworks, ensuring the right deliverables, gateways and approvals at each stage.
- Maintain responsible control over technical submissions and signed/sealed documents where required.

#### Collaborate and coordinate across disciplines

- Collaborate closely with clients, creatives, consultants, contractors and internal project teams.
- Coordinate multidisciplinary efforts to achieve the best design outcomes.
- Work with creative directors, show set designers, producers and technical disciplines to translate narrative concepts into buildable environments.

#### Lead technical delivery and construction administration

- Lead technical coordination, code review, QA/QC processes and construction documentation.
- Participate in construction administration activities, site observations and issue resolution.
- Help identify project risks and communicate proactively with project leadership.

### **Mentor and guide the architectural design team**

- Mentor and support the growth of team members through thoughtful leadership and collaboration.
- Guide the architectural design team, sharing knowledge and raising design quality across the group.

### **Support business development**

- Participate in project pursuits, proposals, interviews and presentations.

### **Project leadership, coordination and reporting**

- Provide architecture leadership from conceptual design through construction.
- Coordinate with management on staffing/costing and strategy issues.
- Direct the activities of in-house staff and outside consultants in the preparation of construction contract documents.
- Ensure coordination of multi-discipline architectural, environment design and engineering scopes of work.
- Advise on design schedules, labour estimates and budgets.
- Provide technical and administrative direction to maintain project costs within budget, with appropriate cost and schedule tracking and reporting.
- Ensure conformance to all divisional standards and procedures.
- Oversee design/build consultants as the owner's representative.
- Make recommendations on bid packages.
- May function as the Project Architect on assigned venue(s) when we self-perform.
- Coordinate with Graphics, Themed Lighting, Show Set and Interiors.
- Report on the status of Architecture, Design & Engineering (AD&E) project risks, budget management (internal and external design disciplines) and issues; participate in and contribute to weekly project meetings; chair weekly design meetings.

### **Health, Safety, and Well-being**

- Follows all health, safety, and well-being rules, procedures, and instructions.
- Champions excellent health, safety and well-being practices.

### **Qualifications & Experience**

- Bachelor's or Master's degree in architecture.
- Registered Architect
- 8–15 years of professional architectural experience, with exposure to large scale commercial, themed entertainment, hospitality, experiential design, attraction design, retail entertainment, cultural projects or immersive environments.
- Proven ability to lead projects through all phases of design and delivery, including concept development, design documentation, consultant coordination, QA/QC, permitting and construction administration.

## Skills & Competencies

- Skilled at managing recognised design processes including RIBA, AIA and NZIA, and adapting them as required to each unique project.
- Strong understanding of story-driven design and how architecture supports guest experience and operational flow.
- Strong capability “on the tools” and able to develop and produce documentation alongside the wider Architectural design team.
- Strong technical knowledge of building systems, constructability, detailing, consultant coordination and code compliance.
- Experience coordinating with specialty vendors, fabricators, scenic elements, lighting, media integration and show systems (preferred).
- Proficiency in Revit/BIM 360, Adobe Creative Suite and MS Office; working knowledge of Rhino.
- Strong communication, presentation and team-leadership skills in highly collaborative, multidisciplinary environments.
- Experience mentoring junior staff and contributing to a positive, design-driven culture.
- Ability to manage multiple fast-paced projects while maintaining high design quality and attention to detail.
- Passion for themed entertainment, immersive storytelling, guest experience and experiential design innovation.
- Mentoring and guiding junior architects and graduates through the path to professional registration.
- Delivery planning of design documentation and outputs — sequencing and scheduling deliverables across project phases.
- Experience advising on and using design management systems.

## Key Working Relationships

### Internal

- Head of Project Delivery
- IE Producers, Project Managers
- Creative Director and creative leads
- Experience Designers
- Architectural design team
- Manufacture Production Managers
- Team leaders

### External

- Clients and client representatives
- Consultants, engineers and design partners
- Specialty vendors, fabricators and contractors
- Permitting and code authorities

## Change to Job Description

Completed on: 1 June 2026

Review Date: 1 June 2027