

# Numerate graphic designer with a flair for 2d / 3d data visualisation.

Location: 77 Stokes Croft, Bristol, UK

Carbon Visuals is a small but truly innovative agency producing scientifically accurate visualisations in 2d and 3d; stills and animation. Our visuals are generating interest around the world with a variety of companies and not-for-profit organisations.

Our recent work includes: a four minute animation for WBCSD (World Business Council for Sustainable Development); ongoing work with the Natural History Museum ; three short animations for Wood for Good ; and numerous other UK and overseas projects – all helping re-frame the global conversation on emissions and sustainability.

## Your opportunity:

Working in a small team on ground-breaking projects, a resourceful, motivated and innovative designer will enjoy opportunities to have a real impact. Our preference is to set up a contract for full-time work for three months, though we will consider someone with other work commitments provided they can work at least three days per week. The contract could turn into a salaried position further down the line. Pay will be commensurate with experience and results.

## The role:

Will suit a design graduate or perhaps freelance / junior designer with some commercial experience. Someone wishing to carve out a bespoke role; who can conceive and develop data visualisation stories then work with other 2D/3D designers / animators / scientists to realise them as required. Some projects are produced entirely in-house, so we need a practical designer with plenty of 'grey matter', self-motivation and excellent communication skills.

***Excellent numeracy is vital. This is not a regular graphic design role.*** A numerate degree or science A-levels would be useful. You probably have a good qualification in graphic design, but we are happy to consider people who have taken a different path.

Our team care about the environment. A genuine interest and experience in the following would also be highly desirable: infographics, science communication and environmental science.

### Essential skills / experience:

On the way to being a fantastic designer  
Numeracy (e.g. unit conversions, volume/  
density calculations, etc.)  
Attention to detail (numbers and letters!)  
Adobe Creative Suite  
Spreadsheets (e.g. MS Excel)

### Also useful:

3D  
Animation / storyboarding  
After Effects  
Programming  
Sketchup  
D3.js  
GIS/cartography  
Google Earth/KML  
HTML/CSS  
Three.js  
Electronics (Arduino, etc.)

## Contact us to apply:

If you think you have what we need, please let us know. Send an expression of interest including a brief summary of your skills and experience and links to or examples of any relevant work, marking your email 'Designer position' to [antony.turner@carbonvisuals.com](mailto:antony.turner@carbonvisuals.com)

We welcome diversity in our team.

**Can you help people see invisible things?**