

Role Definition

Job title: Graduate/Intermediate Lighting Designer

Reporting to: Lighting Team Leader and ultimately to the Senior Partner

Responsibilities:

- Assist in development of lighting designs from concept through to completion
- Production of design documentation, reports, specifications, drawings, details, schedules and schematics
- Lighting analysis and calculations
- Research compliance with local standards and energy codes
- Prototype light fitting design and development including light engine, drivers and enclosure using in-house model shop facilities
- Assist large-scale lighting mock-ups, analysis and evaluation of mock-ups.
- Lighting controls strategies and daylight integration
- Establish and maintain strong working relationship with internal and external stakeholders, design team, and associated organisations.
- Seek, complete and record evidence of, continuing professional development (CPD) in accordance with the requirements of the relevant professional Institution.
- To have thorough knowledge of and compliance with F+P procedures and standards
- Contribute, or otherwise assist, as required
- Equity, diversity & inclusion (EDI) is a core priority. To support and champion the embedding of this focus as a collective workforce responsibility, EDI should be integrated, where relevant, into all workstreams

Qualities and Skills required:

Essential

- Able to demonstrate ability to undertake the above responsibilities
- Legally able to work in the country in which the position is based
- Master/Bachelor Degree qualified, in a relevant field
- Being inventive, resourceful, pro-active and enthusiastic about lighting design
- Able to clearly communicate complex concepts and solutions, using a variety of media
- Must be enthusiastic and willing to learn new skills, able to take instruction as part of a team, yet when required work independently
- Communicate and present in English, both written and verbally.
- Actively demonstrate initiative and able to work under pressure to meet deadlines
- A flexible and open attitude towards new ways of working and commitment to independent, life long learning

- Excellent organisational skills
- Able to manage sensitive and sometimes confidential information
- Self motivated and able to take responsibility
- Good interpersonal skills and able to work independently and as part of an effective team
- Able to build good relationships at all levels, internally and externally
- Resilient to cope with conflicting demands, able to prioritise duties and work effectively under pressure.
- Able to work as part of an effective team assisting and supporting team members

Desirable

- Experience of one or more of the following: Luminaire design and technology, lighting controls, emergency lighting, daylighting, theatrical lighting, photobiological effects, circadian lighting, electrical engineering, interior design, building information modelling, sustainability rating systems
- Excellent knowledge user of some of the following: Adobe InDesign and Photoshop, Dialux, Relux, AGI32, Radiance, LuxRender, Rhino, Grasshopper, AutoCAD/Revit, Microstation.

This description reflects the core activities of the role but is not intended to be all-inclusive and other duties within the group/department may be required in addition to changes in the emphasis of duties as required from time to time. There is a requirement for the post holder to recognise this and adopt a flexible approach to work. Job descriptions will be reviewed regularly and where necessary revised in accordance with organisational needs. Any major changes will be discussed with the post holder.