

Job Description

Job Title: Creative Director

Reports To: Executive Vice President & Senior Creative Director

NOTE: Please send ALL resumes and portfolio links to info@eagleves.com

Summary

Creative Director leads our in-house design team and is responsible for contributing to our organizational success and growth by creating extraordinary guest experiences through attraction design and innovation. This individual oversees and drives the full creative experience, presenting the overall vision, layout, and story for the design--and ultimately, directing and establishing the guest experience. The Creative Director is a highly-creative, motivated, and talented individual with knowledge of multiple design disciplines and a strong background in, concept/attraction storytelling and design, interactive technology, engineering/builds, team collaboration, and budget accountability. This individual has a results-oriented approach, works within a fixed budget and time constraints, confidence to lead and inspire a team to success, ability to work on multiple projects and locations at once, and tenacity to do more with less as required in the small attraction business. This person will have experience as an Art Director or Creative Director in either themed entertainment or hospitality design.

Essential Job Functions

- Work with studio leadership to promote continual creative improvement and actively contribute to a culture of innovation, excellence, and accountability
- Establish project vision and goals, identify and procure necessary talent/resources for creative projects, and lead and manage contractors/consultants/vendors who to work on the studio's project portfolio
- Lead and direct effort to conceive new ideas, develop original creative design concepts and solutions, define all creative aspects of assigned projects that affect the guest experience, and creatively explore various options to arrive at the best direction for the project
- Oversee multiple design projects and direct the execution of all project design elements (including attraction exterior, interior, exhibits, interactive technology, and storyline) to ensure creative intent, overall quality, and guest experience
- Communicate the vision, inspire team members, maintain project intent, drive the creative design through all phases of the project, and evolve ideas to maintain the creative intent and deliver the intended guest experience
- Direct teams of creative project personnel, such as writers, artists, directors, scenic designers, media producers, graphic designers, etc.
- Lead team brainstorming sessions, take ownership of creative choices, and direct the team's design positioning
- Acts as project liaison with internal team members, external partners, licensors, and intellectual property owners
- Develop and present appropriate project presentations to both internal and external audiences to communicate project concept, content, and status
- Manage and ensure projects stay within cost and budget requirements
- Maintain current knowledge of new developments and trends in the themed entertainment design industry

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Key Competencies

- Proven ability to lead, motivate, and inspire multidisciplinary project teams as a creative beacon for the design and creation themed entertainment attractions
- Demonstrated industry knowledge and diplomacy that enables you to advise our leadership team about key milestones, budgets, creative elements, or process issues that arise in contract negotiations; this allows you to negotiate and manage all third-party vendor agreements
- Demonstrated ability to closely monitor guest satisfaction and use your exceptional relationships with studio partners to ensure that issues are addressed even before they arise
- Must have strong interpersonal, communication, and collaboration skills and ability to work effectively in a dynamic team environment
- Ability to communicate complex artistic ideas through a combination of written and visual materials
- Experience and passion for conceptualizing and creating engaging, interactive exhibits
- Ability to source external vendors that meet project timelines and established budget
- Ability to communicate concepts and design ideas into various mediums for presentation
- Strong understanding of child/adult behaviors as it relates to design, engagement, and safety
- Ability to work under tight deadlines and juggle multiple projects
- Sense of humor, positive attitude, and natural ability to motivate and inspire others
- Proactive, self-sufficient and comfortable in an unstructured environment
- Proficient software skills with either Microsoft and Mac design tools
- Experience working in the US and internationally.

Required Education and Experience

- Bachelor's degree in Art, Theater, Film, Design, Graphics, Architecture, or related field
- 5+ years of design experience within an attraction development and themed entertainment environment
- Must have successfully designed, developed, and assembled several project show set design packages
- Must have theater, scenic design, and/or architecture experience and training
- 7+ years of art direction or production design and field experience
- 10+ years of relevant work experience designing family entertainment, attractions, and themed entertainment
- 10+ years of strategic creative experience with management responsibilities in themed entertainment, attractions, and/or hospitality

Preferred Qualifications

- Master's degree in Architecture, Theatre, Fine Arts, or related field
- Training in arts, show set design, and themed entertainment environment
- 5+ years of theme park, theatrical design, production and field installation experience

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Travel Availability

- Travel up to 20% is required for this position
- Travel could be off-site, out of state, or international
- A valid passport is required for this position

Physical Requirements

Employee will be required to sit or stand for extended periods of time. Will also be required to bend, twist, reach, push, pull, and operate office machinery. Must be able to lift no more than thirty pounds. See Travel Availability for travel requirements.

Note: Other duties may be required by the employee at any time, without notice and not be covered in the above statements.

Signatures

This job description has been approved by:

Director: _____ Date: _____

Employee signature below constitutes employee's understanding of the job requirements, essential functions and duties of the position.

Employee: _____ Date: _____