

STUDIO UWE BRUECKNER GMBH

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CEO Prof. Uwe R. Brückner Register Court Amtsregister Stuttgart HBR 774949 VAT DE334756311



Cycle Bowl, Expo Hannover 2000, ©ATB | URB

Architect, Interior Designer, Scenographer (f/m/d)
for STUDIO UWE BRUECKNER

ARCHITECT, INTERIOR DESIGNER OR SCENOGRAPHER (F/M/D), WITH IMMEDIATE EFFECT

STUDIO UWE BRUECKNER is a worldwide operating Laboratory for Innovative Scenography and Architecture. Our holistic design approach covers all design phases and disciplines and is based on Uwe R. Brückner's (URB) renowned design philosophy „Form Follows Content“. We work according to his „Creativ(e) Structur(e)“ a scenographic design method, following our credo „Scenography combines logic and magic“. Furthermore, we work with multidisciplinary designers from different countries and cultural backgrounds on ambitious, challenging and artistic projects.

Our current concepts include the conversion of a post-communist monument into a cultural center (Bulgaria), the design of the exhibition exhibition and guidance system for a new archaeological parc with museum and excavation field expedition (Ethiopia), the development of a feasibility study for an International Light Art Museum, as well as conceptual design contributions for a series of international competitions.

Job

STUDIO UWE BRUECKNER has an immediate, permanent position available for a professional Scenographer (f/m/d).

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Task profile

- Conception, design and implementation of challenging, holistic design tasks
- Design and creation of content-based spatial images and scenographic solutions
- Development and design of scenographic projects, such as museums, exhibitions, art installations, kinetic installations, scenographic parcours, expos, narrative architecture, etc.
- Management of design projects (planning, cost and time management, coordination)
- Organization and implementation of workshops for scenographic events
- Design and technical preparation of content for the various communication media, channels and presentations

Requirements

- BA/MA in scenography, architecture or a comparable field of study
- Desirable: several years of professional experience
- Experience in the translation of content into spatial stagings
- Very good knowledge of Vectorworks (knowledge of common 3D programs is desirable)
- Professional handling of Adobe programs (particularly InDesign, Illustrator and Photoshop)
- Experience in independent project management from conception to implementation
- Experience in creating design presentations and project documentations
- Soft skills such as efficiency, good organizational skills and time management, ability to work in a team, professional interpersonal communication
- creative, imaginative, committed and versatile personality
- reliability and loyalty
- ability for quick problem solving
- careful, precise, efficient and goal-oriented approach to work

We offer

- a versatile and independent workspace in a creative environment
- a motivated, multicultural team
- great creative freedom within a flat hierarchy
- an open communication culture
- the development of internationally ambitious projects
- training in Uwe Brückner's design philosophy, «Form Follows Content» and his design method, «Creativ(e) Structur(e)»

Application

Please send us your complete application documents, showing your individual focus and skills, in a PDF document via e-mail. Please include a letter of motivation, which also includes your availability as well as your salary expectations.

We look forward to hearing from you.