

TERROIR

Sydney Level 2 / 79 Myrtle St / Chippendale 2008
T. 02 9698 2198 / F. 02 9698 2353
Nom Arch. Gerard Reinmuth 6629
Hobart
Melbourne
Copenhagen
www.terroir.com.au

Employment with TERROIR as a Project Architect

Role Overview: The **Project Architect** is a key member of the TERROIR team responsible for overseeing the delivery of built projects. The role will encompass all aspects of project design and delivery, from concept design, documentation, consultant co-ordination, contract administration, quality control, project management and client engagement and management. In undertaking these tasks, your key focus will be to work with Directors and staff to develop, manage and protect the design strategies and concepts that are developed for a project and sustain them throughout all project stages until completion.

As a senior role, it is both an outward and inward facing position. Externally, the Project Architect is tasked with representing TERROIR to clients and in doing so upholding the values of the practice while building on our reputation for exceptional client service and focus. Critical skills here include an ability to maintain focus on the long-term and strategic goals of each project while addressing day-to-day deadlines and deliverables. Internally, it is important that you lead from the front but not at the expense of your team, who must feel engaged and empowered by your leadership and support. There is a high focus in TERROIR on internal collaboration and all that means, such as sharing credit for work, enabling others to achieve their goals and promoting inclusivity in the team.

In a leadership role in a medium sized practice, you will need to be agile and flexible to deal with the wide variation in project types, scales and demands that will see your role change – from individual work to leading a team - depending on the requirements of each project. This means balancing multiple project commitments and deadlines and being able to triage tasks effectively in this context.

Reporting to: Directors

Salary: Commensurate with experience and in line with the relevant awards, where applicable

Hours: (Full time, 38 hours per week)

Location: Level 2, 79 Myrtle Street, Chippendale NSW 2008

Qualifications: Appropriate tertiary qualifications with minimum 4 years full-time professional experience in a respected practice. Demonstrated experience in managing complex client projects and project teams.

About TERROIR:

TERROIR was established as an architectural practice focused on how the multiple qualities of any specific place might inform each project. Over twenty years it has stabilised as a micro-international practice with offices in Hobart, Sydney and Copenhagen working as a single team.

Our 'place-first' approach has led to an international reputation for work in sensitive and/or significant contexts. This spans from buildings to masterplans, urban strategy and other advisory work. We only work on projects that we genuinely believe can contribute to positive outcomes for the environment, culture, people and place. For this reason, our client list is dominated by Government and Council agencies with a public-benefit remit.

Project work is supported by writing, teaching, exhibitions and lectures and which are understood as critical platforms in the development of the ongoing TERROIR project.

- Culture and Conditions
 - TERROIR prides itself on a collegiate approach to its workplace. We are fortunate to have an exceptionally talented group of staff who are at the same time focused on maintaining a culture that is supportive, collaborative and responsive to individual needs.
 - To achieve the above, the need to provide flexibility and support is embedded in all key work practices and policies, many of which, such as our Maternity Leave Policy, exceed industry standards.
- Training and Teaching
 - TERROIR management recognises the importance of staff development and training as an important part of the architectural profession. Terroir's Training and Development Package assists staff members with a training allocation. TERROIR also supports staff who wish to teach or engage in related activities.

Skills, Experience, Responsibilities and Performance

- **Project Management and Communication Skills**
 - Expertise as a Project Architect, managing the needs and requirements of both the client and the team
 - Experience leading and coordinating complex design consultancy teams in the role of principal design consultant
 - Ability to undertake these management and representation tasks through multiple communication channels - verbally, in writing, and through drawings
 - Capacity to be comfortable, effective and influential in meetings with senior client members
 - Ability to establish and maintain cooperative relationships with external consultants, contractors and planning officials
 - Can structure project work and the workflow of the team to serve the ambitions and goals we have for a project, including the establishment and management of the various design, documentation and contract management processes
 - Have a detailed understanding of the contemporary landscape in NSW around current regulations relevant to the work you are doing, from BCA, Council/Town Planning requirements to recent legislation such as the DBP Act.
 - Experience in designing or managing stakeholder engagement workshops
 - Ability to manage and report on projects in the context of fees and resourcing
- **Design and Documentation Skills**
 - Demonstrated experience in the traditional aspects of an architect's role, including but not limited to: brief writing; site analysis and research; concept development; design development, documentation for tender; tender negotiation; construction documentation; specification writing and contract administration.
 - Ability to work with the Project Director in developing design solutions and more broadly developing intellectual property through design work. In particular, we expect superior skills in taking a concept through rigorous design development, interfacing between the relevant project Director and the broader team
 - Is experienced in producing high quality argumentation and diagrams that are well structured and expressed and can demonstrably change a client's expectations about what is possible in a project

- Can thoughtfully and critically balance competing objectives in the context of overall design strategies through analysis of the vast array of problems and constraints that arise on a project and the development of insights that clarify the path forward
- Has extensive knowledge of contemporary construction practices, the National Construction Code, Australian standards, and material and assembly techniques to be able to lead a documentation team.
- Adeptness at hand drawing and sketching and demonstrating experience with the required software platforms:
 - AutoCAD 2D & 3D
 - SketchUp and/or Rhino
 - Revit (preferable)
 - Adobe CS (InDesign, Illustrator, Photoshop)
 - Microsoft Office
- Practice-based Responsibilities
 - Capability and/or interest in promoting your skills and experience beyond the practice, as a member of the professional community
 - Involvement in internal TERROIR management and culture building
 - Involved in the development of fee proposals, construction program and tender documentation including task appreciations and methodologies
 - Focus on nurturing and enabling the development of junior team members
- Performance (KPIs)
 - All performance assessment – across all three Management, Design and Practice contexts - is measured on the basis of design excellence achieved.
 - Specifically, design excellence in this context refers to the TERROIR project as described in over 20 years of work, writing and publications.
 - As a minimum, these well-established standards must be met, but ideally, will be exceeded and expanded