

TERROIR

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Employment with TERROIR as an Urban Designer

Role Overview:	The Urban Designer's primary responsibility is to contribute to urban design projects in support of the team's daily operations. The role will encompass but is not limited to aspects of concept design, documentation, quality control, project management, and high-level client negotiation and management.
Reporting to:	Urban Design Lead
Salary:	Commensurate with experience and in line with the relevant awards
Hours:	(Full time, 38 hours per week)
Location:	181 Elizabeth Street, Hobart NSW 7000
Qualifications:	Minimum 3 years consulting experience in a respected architectural and urban design firm or equivalent.

Skills & Experience:

- Professional Skills:
 - Have a detailed understanding of placemaking and community design (building, street, and public space types plus associated principles)
 - Ability to communicate verbally, in writing, and through drawings
 - Adeptness at hand drawing and sketching
 - Demonstrated creative ability, including urban, architectural, and graphic design
 - Achieve a high level of team respect
 - Visually communicate and test ideas using information technology and freehand skills
 - Demonstrated experience in preparing built form controls, guidelines, development control plans and other design-related policies;
- Essential Skills
 - Specialist role competencies
 - Understands the urban design process including analysis, structure planning, master planning and development of guidelines
 - Facilitate appropriate urban design outcomes for new developments
 - Applies the theory and principles of urban design and their relationship to the broader social, economic and environmental urban processes
 - Undertake design and provide advice on framework and streetscape plans
 - Analyse complex urban environments and the constraints and opportunities these impose on urban development, design and planning
 - Provide input in master planning and design development
 - Provide urban design planning documents and studies preparation
 - Provides advice to team members regarding urban design related development issues
 - Be involved in the development of fee proposals and tender documentation and methodology

Core technical competencies:

- Advanced skills in CAD, GIS additional packages including Adobe Creative Suite, Rhino, REVIT, and Microsoft suites
- Knowledge of principles underpinning NCC, LEPs, DCPs, SEPPs and other standards applicable to urban design and architecture.

Performance Goals (KPIs)

All performance assessment is measured on the basis of producing architectural excellence;

Specifically, architectural excellence in accordance with the principals and interests of TERROIR are those used to measure any aspect of detailed goals as outlined below.

- Ability to ensure all projects worked on comply with TERROIR and ISO project quality standards.
- Ability for problem solving, creative and innovative design
- Ability to express ideas effectively both orally and in writing. Providing clear and concise communication to all project stakeholders.
- Ability to establish and maintain cooperative relationships with external consultants, contractors and planning officials
- Ability to deliver project in line with agreed program, ensuring that all facets of the design are adequately coordinated, including the inputs from external stakeholders such as clients, project managers, consultants and the contractors.
- Ability to address the vast array of problems and constraints that arise on a project and provide a dynamic response to the Directors and ideation staff input onto these issues.
- Ability to use sound judgement and feasibility assessment in considering and comparing the range of propositions that are proposed.
- The overall operational management of a project and as such must demonstrate excellent organisation skills to ensure that key issues such as programme management, resourcing and team management are all adequately addressed.

Relationships:

The appointee must relate effectively with:

- Principals
- Associates
- Project Leaders
- Staff members
- Students
- Consultants
- Clients

Training and Self Education:

- Complete self-education and professional development, including keeping up to date with changes to relevant legislation and other regulatory controls affecting the practice of urban design.
- TERROIR's management recognises the importance of staff development and training as an important part of the architectural profession. Terroir's Training and Development Package assist staff member who have been employed for 2 or more years with a training allocation for approved courses that are in line with Terroir objectives.