

Title:

Animator, graphic design and illustration (NOC: 5241)

Terms of Employment:

Permanent, Full Time, Day

Salary:

\$15.00 to \$23.00 Hourly, 40.00 Hours per week, Medical Benefits, Dental Benefits, Life Insurance Benefits, Group Insurance Benefits, Vision Care Benefits

Anticipated Start Date (at the latest in 3 months):

As soon as possible

Location:

Belledune, New Brunswick (2 vacancies)

Skill Requirements:**Education:**

Completion of high school, Completion of college/CEGEP/vocational or technical training

Credentials (certificates, licences, memberships, courses, etc.):

Not applicable

Experience:

Experience an asset

Languages:

English

Area of Design Specialization:

General graphic design, Technical illustration, Commercial art, Industrial design, Visual art, Animation, Multimedia

Business Equipment and Computer Applications:

MacIntosh, Photoshop

Work Setting:

Independent consulting

Type of Technical Illustration:

Technical, Software

Specific Skills:

Consult with clients to establish nature and context of designs and illustrations for reproduction

Security and Safety:

Driver's validity licence check

Work Samples:

Portfolio

Work Conditions and Physical Capabilites:

Fast-paced environment, Work under pressure, Attention to detail, Hand-eye co-ordination, Ability to distinguish between colours, Sitting

Work Site Environment:

Non-smoking

Transportation/Travel Information:

Own transportation

Work Location Information:

Rural area

Essential Skills:

Reading text, Document use, Numeracy, Writing, Communication, Working with others, Problem solving, Decision making, Critical thinking, Job task planning and organizing, Significant use of memory, Finding information, Computer use, Continuous learning

Other:

Salary is negotiable based on training and experience. Job requires the person to work out of the office in Belledune NB.

Employer:

CSW-Canadian Skilled Workforce Inc. (Placement Agency)

How to Apply:

Online:

<http://www.cswi.ca>

Web Site:

<http://www.cswi.ca>