



## Art Director

### Who's There Group

Are you wildly creative yet obsessively organized? Do you know how to lead a team as a strong manager, yet collaborate as a colleague? Are you someone who thinks visually but understands the power of words? Can you take and give feedback with honesty and grace? Do you have a sparkling sense of humor *and* a serious work ethic? Do you want a dynamic workplace where you can pretty much wear what you want? (Though it should probably include shoes, a shirt, and pants. Definitely pants.)

Then we want YOU.

We are the Who's There Group—Knock Knock, Emily McDowell Studio, and People, Places & Things—entrepreneurs who've gotten it DONE (and are still getting it done). We create witty, design-driven gifts and books, along with anything else that might strike our fancy. About fifty of us do everything from concepting, writing, and designing our books and gifts to overseeing the all-important logistical dynamics of manufacturing, sales, marketing and distribution. And we're growing! We are looking for an Art Director to join our expanding Knock Knock team, onsite at our office in the Playa del Rey area of Los Angeles.

- Here are some of the qualities we're looking for:
- Appreciation and exuberance for gift products, stationery, and books
- High level of creativity
- Energetic, positive attitude
- Great sense of humor
- Proactive nature
- Ability to take constructive feedback and pivot accordingly

If this sounds like you, then please read all the official stuff below and get in touch. We want to hear specifically why YOU want to work with US, and why WE want to work with YOU. Tell us your story in your awesome cover letter. We don't look at resumés that come in without one, and an awesome cover letter will demonstrate that you looked at our websites and social media feeds.



### **What You'd Be Doing:**

The Art Director (AD) is responsible for the vision and execution of all design work produced by Knock Knock. This is both a hands-on design position and a team leadership role. The AD will ensure that the design team works together to produce the highest-quality work on time and on budget. The AD also builds and nurtures an environment that attracts creative people to Knock Knock and enhances the Company's visibility in professional design circles and promotes Knock Knock to the outside design community.

The AD reports to the VP Creative Director, and will interact with senior management (CEO, Publisher, President, SVP Strategy, VP Marketing) as well as the editorial, production, and manufacturing teams. The AD will also have contact with the sales and marketing departments.

### **AD ROLE, IN A SNAPSHOT:**

- You will take aesthetic lead over everything Knock Knock. This includes expanding the signature visual/design language of Knock Knock.
- Design key products and books each season. Manage and run a close-knit design department; oversee all projects and schedules, guiding and coaching the design team.
- Oversee the development of new formats and piece-types to surprise and engage our customers. Understand and be competitive in the marketplace.
- Challenge and guide the design team to bring conceptual, engaging, and communicative choices and solutions for all materials and product produced at Knock Knock.
- Draw out the team's creativity and encourage them to consistently (and as a key part of the work) bring product ideas/concepts to the table.
- Keep the VP Creative Director and Publisher apprised of any issues affecting the health of the design team and the projects they are working on. Work directly with editorial team on the design direction of products and books.
- Explore new type design, illustration, photography as well as printing techniques that fit within or evolve the KK brand aesthetic.

Anticipate a workload that's about 50% product design, 40% team management, and 10% administrative.



### **Characteristics You'll Embody While Doing It:**

- BA/BFA in design, advertising, or related area, or equivalent experience.
- Eight-plus years of experience in print and prepress production (preferably in book publishing and/or stationery and paper product), and a minimum of six years of experience supervising a team of creative professionals.
- Ability to execute successful market research for product development, including a true interest in and affinity for the publishing and product design industries.
- Top-notch organizational skills and proclivities. We are very organized at Knock Knock, and it's vital that management be of this persuasion. To accomplish as much as we do with our team, it's necessary to be very, very organized and sophisticated at handling schedules, resources, and assets, tracking, trafficking, and completing multiple tasks, projects, and resources within deadlines.
- Fluency in Adobe Creative Suite: InDesign, Illustrator, and Photoshop with an understanding of web development and design from a design and branding (vs. technical) point of view.

If you're interested, please peruse our social channels and our websites at [knockknockstuff.com](http://knockknockstuff.com), [emilymcdowell.com](http://emilymcdowell.com), and [peopleplacesandthings.com](http://peopleplacesandthings.com). Send your cover letter (mandatory! why do YOU want to work with US specifically?) and resumé to: [jobs@whosthere.com](mailto:jobs@whosthere.com) with subject line: **ART DIRECTOR**. We offer competitive compensation and benefits. EOE. No phone calls, please.