

Job Description

Urban Designer / Researcher

Reporting to:	Associate/Partner
Role:	Undertake and support research projects
Level of Qualification:	Graduate degree in built environment or social sciences

Key Areas of Responsibility

Carry out research projects that add evidence, and other types of value to the practice's design projects. This will include formulating research tasks, undertaking quantitative and qualitative research, preparing presentation material for design teams, presenting to internal and external audiences, coordinating sub-consultants and general project co-ordination.

Key Tasks:

- Develop an understanding of project briefs and support through research and wider analysis
- Carry out literature research and review
- Write concise reports/briefs
- Present insights diagrammatically
- Understand how and where to collect and analyse quantitative/qualitative data. (This includes familiarity with demographic data, census methodology etc.)
- Assist with preparation of reports and project documentation
- Attend and present at regular project meetings

Technical Skills required:

- Excellent knowledge of Excel. SPSS (or similar) + any other SQL based database comes as a bonus. Scripting knowledge would be great
- Basic knowledge in GIS software, some familiarity with CAD software would come as a bonus
- Good knowledge in Adobe CC and Microsoft Office
- Knowledge of planning policies and the UK planning process
- Excellent 2D / 3D CAD skills preferable
- 3D modeling skills in Sketchup, Rhino or Revit preferable

Personal Skills required:

- Strong team player
- Good methodical and analytical skills
- Ability to plan, manage and prioritise workload
- Ability to work under pressure

These are the key tasks as currently defined. They are not listed in priority order. From time to time the key tasks may be varied and the post holder will be expected to take on such variations within the constraints of the position and the level of responsibility implied in it.