

deciBel(Architecture)))

(dB(A)) – Available Position Description

Date: 27.02.2018

RE: Experienced Senior Architect

Decibel Architecture (dB(A)) is looking for an experienced Senior Architect (10+years) who is seeking an opportunity to work across a key Project Architect and Practice Management role within our team on innovative, challenging and extraordinary projects throughout Australia and South East Asia. We are hunting for a committed, energetic and sophisticated design and delivery thinker, who will wield robust degrees of agency and leadership in design, quality and practice within our studio. The candidate will be challenged to drive and author significant successful development and growth of our practice and current projects and will be provided the opportunity to become an integral part of the dB(A) legacy.

There will be direct responsibility to the practice Conductor, and collegiate knowledge sharing and engagement with the Senior Leadership team and Studio Management team. The role will require the successful candidate to deliver guidance, direction, management of and participation within teams of architects and graduates and will cover multiple projects in parallel.

Your experience should articulate and demonstrate the following:

Achievements:

1. Conception and creation of exemplary design proposals
2. Conversion of proposals to profitable Contracts and Commissions
3. Delivery of successful team based projects on time and meeting internal budgets.

Cultural Fit: you will have a background and experience in exemplary practice cultures, with a broad range and scale of works across multiple project typologies, regions and cultures. You must be able to demonstrate a cultural and social engagement with the dB(A) practice mission, values and vision, and capability to ensure focused, directed and effective effort from the team to deliver on purpose.

Design Sensibility: you will be able to demonstrate a complementary exuberance, enthusiasm and ambition as evidenced by the practice's history. An ability to work across styles and scales, and to be resilient and flexible in architectonics as demanded by the project, client and design response. An appreciation and knowledge of core sustainability features and challenges in the discipline and reality of architecture, planning and the built environment is a distinct advantage.

Delivery Experience: The role requires the successful candidate to be a senior leader in a team-playing environment. It will demand ownership of project timelines, internal budgets and delivery of technical design excellence in an atmosphere that is engaged, enthusiastic and enjoyable. Management of resources, engagement with project status and reporting, and accountability of delivering outputs and outcomes that align with the Practice Purpose and quality will be a key aspect of the role.

The Practice

Decibel Architecture is an international award winning practice led by Dylan Brady, founder of studio505, and now Conductor at dB(A). dB(A) is both an experienced and fresh, competitive, innovative practice, located in one of our own designs, the world's highest LEED and GreenStar rated, Pixel building. Our culture has been deeply considered, clearly articulated and constructed around our common values of Knowledge, Radicalism and Play. The purpose of our Practice is clear, and a touchstone that all our team utilise and embed into everyday practice of their professions.

Decibel Architecture has secured a wide range of projects, from chandeliers to cities, across a variety of sectors including retail, residential, urban planning, cultural, industrial, recreational, tourism and sustainable design. The projects range from small filigree carbon fibre structures, national forest eco-resorts and multi-million dollar cultural institutions in locations across Australia and South East Asia.

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We are committed to Experimentation and Exploration in 3d printing, automation, drone technology and new ways of seeing. Decibel Architecture operates a sophisticated suite of software including Revit, AutoCAD, 3DSMax and Rhino. Dreamscape and Enscape VR and AR form a key part of our standard workflow. We use the full Adobe Creative Suite and rendering engines such as V-Ray, as well as gaming engine platforms such as Unreal Engine and Unity. We work with QDMS systems such as Aconex and utilise the Microsoft Office platform extensively. Familiarity with the above suites is a distinct advantage. We also use pens, paper, inhouse 3D printing and model making to explore and test our design propositions.

We have a deep commitment to process and continuous improvement, allowing the team to learn and grow together and ensure we are all able to do our best work.

Should the successful candidate require, warrant and qualify for sponsorship for relocation to Australia dB(A) is registered and approved to provide such support.

Salary and reward is negotiable and will be commensurate with securing the right candidate.