

Graphic Design/Multimedia Design (Internship)

Overview:

Are you a talented and creative graphic or multimedia design student? Are you eager to apply your skills in the real world and gain valuable professional experience? Join our team and immerse yourself in the exciting world of creativity as a Graphic Design/ Multimedia Design Intern.

Job Responsibility:

- Collaborate with experienced designers and work on a variety of creative projects.
- Assist in the conceptualization, development, and execution of design solutions across various mediums.
- Contribute to the creation of visually appealing and engaging graphics, illustrations, multimedia elements, and other design assets.
- Support the design team in maintaining brand consistency and following design guidelines.
- Participate in brainstorming sessions and provide innovative ideas for design projects.
- Take direction and feedback from mentors and incorporate them into your work.
- Manage multiple projects simultaneously, ensuring deadlines are met.
- Continuously learn and stay updated on industry trends, design techniques, and software tools.
- Designing for a wide range of projects, including corporate branding, POSM, motion graphics, packaging, webpages, digital creative artwork, and more.

Job Requirements:

- A Bachelor's or undergraduate degree in graphic design, multimedia design, or a related course.
- Minimum duration of 4 months.
- Strong creative and artistic abilities, demonstrated through a portfolio of design work.
- Proficiency in design software such as Adobe Creative Suite (Photoshop, Illustrator, InDesign, etc.) and multimedia tools.
- Understanding of design principles, typography, colour theory, and composition.
- Excellent attention to detail and ability to follow design guidelines.
- Strong communication and collaboration skills.
- Ability to work in a fast-paced environment and manage multiple tasks.
- Positive attitude, eagerness to learn, and willingness to receive constructive criticism.
- Willing to work in Cyberjaya.