



Position Description

Independent Contractor Page Designer
Contact: Careers@2CGaming.com

2CGaming is interested in a Print Production Layout Designer contractor proficient in Adobe InDesign. Our tabletop game publications involve cohesive informational design, unique visual flourish, and integrated art. We publish big and small projects throughout the year and are looking to establish an independent contractor relationship with a page designer excited about producing unique publications. Candidate must have experience dealing with large book production—specifically complex, two-column layouts—resulting in print and digital products. Experience with roleplaying game publications or play is recommended but not necessary if you have similar experience.

Duties and Responsibilities

Designers must be able to:

- Communicate on projected timelines for projects
- Read and follow design direction as provided by 2CGaming
- Creation of marketing assets, logos, mockups and other ancillary design
- Advise on best production and print methods
- Follow provided production design templates for successful print quality
- Create cohesive design elements and styles for each unique publication
- Provide preliminary drafts of intended work for review and critique on time
- Take and use criticism to improve intended direction for design if necessary
- Follow through on finished design to professional quality on time

Qualifications

- Proficiency in Adobe InDesign preferably
- Artistic ability to create elements unique and relevant to book themes
- Provide a listing of prior clients and relevant publications to review