

# Medical Communications Designer

Toronto, Canada (remote)

As a **Medical Communications Designer**, you are an insatiable visual problem-solver who enjoys tackling complex scientific concepts. Your focus is providing creative visual solutions to medical communications problems, using your skills in design, layout, and illustration. A life-long learner, you generously share knowledge and expertise with others. Dedicated and resourceful, you can work independently and efficiently. You thrive in a collaborative studio atmosphere, working within an interdisciplinary team.

*Reports to the Head of Art & Design. Compensation and vacation are negotiable with experience.*

---

## Job Responsibilities

### (1) Design and Layout

#### *Supporting Actions*

- Create layouts and illustrated elements for scientific/medical illustrations and marketing material (e.g., brochures, booth murals) and prepare files for delivery
- Provide design consultation on animations and interactives, e.g., motion design, UI/UX design
- Propose creative solutions that fulfill the project requirements
- Conduct visual research
- Create previsualization materials (e.g., concept art, sketches)

#### *Expected Results*

Accurate, engaging visuals that are on brief and completed to the satisfaction of the Art Director

## (2) Art direction

### *Supporting Actions*

- Oversee the visual aspects of projects to ensure a cohesive, scientifically-accurate product
- Work collaboratively with:
  - The client services team to propose visual solutions for pitches
  - The project team to establish a creative vision for projects
  - Content writers to provide feedback on outlines, scripts, etc
- Hold production meetings, assign tasks, and follow up
- Help foster a safe, inclusive, and collaborative environment

### *Expected Results*

Design, execute, and deliver projects such that they are on brief, completed to the satisfaction of the client, and further the studio's creative vision

## (3) Support departmental and studio initiatives

### *Supporting Actions*

- Identify workflow challenges; find solutions in collaboration with the Head of Art & Design (e.g., write documentation, improve templates and procedures, arrange in-house training)
- Participate in cross-department and studio initiatives
- Keep abreast of trends and innovation in design and visual communications

### *Expected Results*

Uphold and improve studio creative processes to support consistently high-quality work

## (4) Be a part of the AXS Team

### *Supporting Actions*

- Contribute to a cooperative, creative studio environment by communicating well with others
- Perform general office duties as required (e.g., archiving)

### *Expected Results*

Trusted, rewarding, and mutually-respectful working relationships

# Qualifications

## Mandatory qualifications and skills

- Must be legally entitled to work in Canada  
*(Exception: Residents of continental US can email [careers@axs.com](mailto:careers@axs.com) about possible options)*
- Post-graduate degree (MSc) in Biomedical Communications, or equivalent
- Minimum 3 years of relevant design experience
- Experience or interest in art direction
- Proficiency in Adobe Illustrator and Photoshop
- Familiarity or experience with UI/UX design
- Familiarity with using 3D software as a reference tool for design and layout

## Additional skills

- Animation skills for motion design in Adobe After Effects
- A working knowledge of InDesign and/or Figma
- Experience designing for print (collateral and large scale graphics)

## How to apply

- Email [careers@axs3d.com](mailto:careers@axs3d.com) with:
  - Your cover letter
  - Your resume
  - A link to your portfolio
- Include the following subject line “Science is beautiful.” Please note that any emails without this subject line will not be opened.
- We regret that we cannot respond with the status of your application, beyond confirming initial receipt. If you are selected for an interview, you will be contacted directly by our Director, HR within 7 business days.