



Artists For Humanity (AFH) provides under-resourced teens the keys to self-sufficiency through paid employment in art and design. Bridging economic, racial, and social divisions, AFH enriches urban communities by introducing young people's creativity to the business community.

3D Design Studio

Teen designers work with a team of professional design and engineering mentors to sketch, prototype, and experiment with diverse materials to understand their properties and applicability to our clients' projects. A wide variety of fine art and industrial tools and materials are used, with a special focus on reclaimed materials, to transform clients' ideas into vibrant decorative, functional and public art. The Studio has gained national attention for fabricating artistic bike racks, large-scale sculptures and interior wall and ceiling installations, architectural details, monument signage, eco-friendly furniture and more - infusing the zest and unpredictability inherent in young people "making things."

JOB DESCRIPTION

Title: 3D Studio Maker/Mentor, Full-Time

Compensation: \$45,000 - \$60,000 per year, commensurate with experience, plus benefits package

Artists For Humanity offers an unmatched opportunity for creatives of all types to work and innovate in their field while maximizing their social impact through the power of AFH's mission and work. In this context, it offers an amazing opportunity to grow, develop, and collaborate in one of the coolest spaces and high impact organizations in Boston.

We are looking for a high energy individual with an ability to inspire young people. The 3D Designer/Mentor should have an inherent understanding of design and a highly developed aesthetic sense. They should be able to engage young people in the design process by breaking down steps to help them uncover their best ideas, and be able to guide them in actualizing their designs. They should be a believer that creative solutions can be imagined and problems can be solved.

Reporting to the Managing Director of Program, the 3D Designer/Mentor is responsible for the design, art making, and production of projects within the 3D Design Studio. In collaboration with other 3D Designers/Mentors and the Studio's teen designers, the 3D Designer/Mentor will take a holistic approach to projects to create and produce tangible and marketable products that generate revenue for the 3D Design Studio and AFH at large.

MAJOR RESPONSIBILITIES

- Work in collaboration with the 3D Design Studio professional team to ensure project opportunities are maximizing the AFH mission (teaching, mentoring and involving teens in the planning, conceptual development, design, production and closing of projects), while growing AFH's capacity to develop 'greener' production processes and products.
- As a designer and artist, provide direction and mentoring to teens in the designing and art making of select 3D Design Studio related projects, ensure that prospective/current clients' visions and aesthetics inform the product development process, and implement

quality control measures during the production process and prior to product delivery to clients.

- Continually engage with the latest trends, materials and work methods to deliver high quality, innovative products that meet the demands of the market.
- React to project adjustments and alterations promptly and efficiently, as well as troubleshoot any problems that arise during production.
- Contribute to the maintenance of studio tools and inventory of all supplies. Provide mentorship in the use, cleaning and maintenance/repair of studio tools and equipment.
- In collaboration with the Studio team, responsible for the ongoing maintenance, cleaning and organization of the 3D Design Studio space.
- This mentor should be focused on fabrication and 3D design in Fusion 360 with the ability to deliver complete 3 dimensional works of art designed by the 3D studio to meet the perimeters of our clients.

QUALIFICATIONS

- Passion for and demonstrated commitment to the AFH mission and the power of young people as influential creatives and active contributors to the business community and society as a whole.
- Demonstrated experience in product design and fabrication for businesses and public art installations, with minimum 3 years of experience.
- An ability to bring projects to fruition, working both independently when needed and as a collaborative team, and within project deadlines and budget.
- Strong communication and writing skills in the process of training, presentation and client communication.
- Knowledge of a diverse set of disciplines, beyond art and design, including industrial design, architecture, graphic design, furniture or product design and/or construction, desirable.
- Familiarity with the workings of a woodshop—and the application of power tools, CNC machines, and laser cutters in the process of product design, a plus.
- Proficiency in Fusion 360 or comparable 3D-modeling software required
Familiarity with Adobe Suite, CNC Machine programming/digital fabrication process of added value a plus