GABRIEL SAUNDERS

16th August 2021

Manager, Employee Experience

The primary objective of the Manager, Employee Experience is to create an inspiring, engaging and empowering experience that motivates our people to do their best work.

Gabriel Saunders has established itself as Australia's premium quality architectural visualisation and interior styling studio. Our tailored approach, unique methodology and cross disciplinary team create a unique offering for our clients. This methodology in turn provides our studio the creative freedom to challenge our clients expectations and produce stunning and successful outcomes for their projects.

We work with the world's leading architects, interior designers, branding agencies, photographers and developers - the designs are beautiful and the expectations are high.

We believe in dynamic careers and nurturing people's strengths and interests through work life balance, varied opportunities and experiences.

The Position
The position is part-time (ideally two days per week) and will look after the studio team of sixteen. This is a great opportunity to be part of a talented and diverse team of creatives and learn about this growing industry. The position represents an opportunity to carve out a strategic program for the studio that builds on existing strengths and enhances the employee experience.

Key Tasks
- Managing company staff, including assisting with the performance management and review process
- Coordinating and supporting the recruitment process
- Cultivate an environment that attracts new talent
- Developing induction and training/development programs
- Plan and coordinate the workforce in conjunction with the Production Manager to best use employees' talents
- Supporting employee opportunities for professional development
- Managing succession planning of staff
- Assist with preparing VISA application submissions and liaison with external legal consultants when necessary
- Build teamwork and cultivate positive working relationships including planning "GS excursions"
- Cultivate communication with and cohesion between management and employees
- Advise managers on workplace regulations and maintain procedural operational policies including a safe working environment

Gabriel Saunders P/L

—Address
227 Moor St
Fitzroy Victoria 3066
Australia

—Telephone
+61 3 9419 4482

—Email
info@gabrielsaunders.com.au

—Website
gabrielsaunders.com.au

—ABN
15 145 739 984

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Job Description

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Why work for GS?
- Work with leading local and global design teams on exciting projects
- Encouraging, creative, open, diverse and motivated culture
- Recognised studio globally - Winner of Best Rendering Studio, Architizer Awards 2021
- Commitment to work-life balance including flexible working arrangements (option for school hours and holiday leave)
- Opportunity to work autonomously
- Access to ongoing professional development and career progression

Skills and Experience Required
- Excellent communication and interpersonal skills
- Teamwork and collaboration skills
- Critical thinking skills
- Demonstrated experience in a similar role
- A background in architecture or interior design (a bonus)
- Project management skills
- Responsive and adaptable
- Positive attitude

Application process
- Please send your CV and portfolio with a letter of introduction to jobs@gabrielsaunders.com.au by Friday 3rd September, 2021
- Gabriel Saunders values talent and is also focused on finding the right cultural fit for the team so a suitable salary will be negotiated for the right candidate. The salary will also be based on agreed working hours, which will ideally be two days per week.
- For further information please contact bec@gabrielsaunders.com.au
- Gabriel Saunders is an equal opportunity employer