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# Example of Director, Creative Job Description

Our company is growing rapidly and is searching for experienced candidates for the position of director, creative. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

## Responsibilities for director, creative

* Excellent examples of written case studies, video testimonials, and program materials
* Work with the client, accounts team, and strategist to deliver original creative ideas and platforms for their brand
* Be responsible for receiving briefs from a client or client account team member and then answering that brief in a suitable and timely fashion
* Run brainstorming sessions to deliver the creative ideas and then craft, refine and write up the ideas in a suitably compelling and visual presentation format
* Present creative work internally and to clients
* Uncovering the “big ideas”
* Building and managing a team that can bring those ideas to life in the most compelling way possible
* Persuasively presenting the ideas to clients that results in alignment and a clear direction for implementation
* In addition to being a big-picture visionary and mentor to the creative team, the Creative Director must be capable of handling multiple clients and agency projects
* Set the creative voice for Mountain Hardwear utilizing an established brand direction to design marketing materials that strongly communicate the brand message

## Qualifications for director, creative

* This person will leverage in house talent identify and manage outside design agencies
* Passion for creating mobile free-to-play games
* 5+ years of design leadership experience with mobile and/or live service games
* Experience with free-to-play gameplay with a successful micro-transaction business model
* Ability to lead other designers to achieving quality and creative designs
* Outstanding understanding of popular social mobile games and the understanding of player motivations that make their mechanics work well within the space