Downloaded from <https://www.velvetjobs.com/job-descriptions/group-creative-director>

# Example of Group Creative Director Job Description

Our company is growing rapidly and is searching for experienced candidates for the position of group creative director. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

## Responsibilities for group creative director

* Develop thought leadership that adds to the brand’s notoriety and culture
* Speak publicly at conferences and to clients on our offering and capabilities
* Drive and lead on winning new business
* Build and scale the portfolio and creative team of a burgeoning media agency
* Ensures the development and delivery of great work- conceptual and physical
* Leads and cultivates cross-functional teamwork by providing a bridge between the creative and account teams
* Define, refine, document and evangelize the Aladdin brand and visual direction across type, color, layout, interface, interaction methods, animation, & graphics to create a strong, usable and consistent platform brand
* Collaborate with the Digital Marketing team to execute the brand direction and strategy through the Aladdin platform visual system
* Communicate the standards of the visual identity, interaction approaches, and brand goals through guides, education and tune ups
* Design interfaces that connect Aladdin clients to the markets with visual clarity, absolute ease and actionable intelligence

## Qualifications for group creative director

* You have seven to ten years of experience working in an agency environment
* You are a big thinker and can articulate your thoughts and ideas very well verbally and visually
* You love conceptualizing and brainstorming as much as designing across the digital space, and in TV, print, and beyond
* You know that to get to great means really leaning in, no matter how long it takes
* Qualified candidates should have at least 5 years of experience including experience leading design teams through at least one full product development cycle
* Proficiency with InDesign, Photoshop, Illustrator, Sketch with an understanding of rapid prototyping platforms such as Flash, Director and After Effects, Flinto