

Designer & graphic artist

Designers and graphic artists are responsible for the appearance of Shorthorn content in the daily digital, weekly print and special editions. Designers and graphic artists report to the Design Editor.

Responsibilities include:

- Create graphics, such as maps, charts, textboxes or graphs, to accompany daily web content. Most stories will need at least one graphic. Create graphic elements for online use, including 3-D, interactive or animated work.
- Create graphics, such as maps, charts, textboxes or graphs, to accompany weekly print content. Most stories will need at least one graphic.
- Design and complete production of pages as coordinated with and assigned by the Design editor.
- Coordinate with editors to ensure that production is completed efficiently and before deadline.
- Produce graphics and illustrations as needed.
- Communicate, as needed, with printer or web vendors.
- Attend staff meetings, planning meetings, training sessions and other meetings as needed.
- Maintain orderly and timely computer files that follow Shorthorn naming conventions.
- Perform other tasks as assigned or needed.

Additional Qualifications

- Knowledge and experience in modern newspaper design and graphics, production and desktop publishing applications needed for production. We use the Adobe Creative Suite.
- Working knowledge of journalistic writing, editing, graphics and photography.
- Strong knowledge of AP and Shorthorn style.
- Resourcefulness.
- Must be enrolled at UTA for at least six credit hours during the appointment semester and meet all other requirements for holding a Shorthorn staff and editor position.

Compensation base rate

Page designers are paid per published page. Graphic artists are paid per published graphic. Compensation may be reduced for major errors, missed deadlines or other problems.