HI, WE'RE THE WORKHOUSE.

WE'RE A BOUTIQUE DESIGN STUDIO *building* CONSIDERED BRANDS *through* STORYTELLING *and* HUMAN CONNECTION.

We're looking for a talented motion designer with UI/UX skills to help bring our work to life beyond the static world. As design evolves, so do the ways brands connect with people. Motion adds depth, making brand experiences feel dynamic and memorable.

At our studio, creativity is all about listening, observing, and finding inspiration in everyday moments. Our work is a labor of love, bridging the world of our clients and their audiences. With our team at the heart of this philosophy, our strength as a creative agency lies in the synergy of our group, not solely in the talent of an individual. Together, let's weave some magic, going beyond the ordinary and mundane to reveal the exceptional in what might otherwise be invisible.

JOB SUMMARY

As a motion designer with UI/UX and graphic design skills at The Workhouse, you'll bring digital experiences to life across a range of platforms. Using your expertise in animation, motion graphics, user interface design and graphic design, you'll craft visually compelling, interactive and user-centered experiences that truly resonate. Your enthusiasm for the evolving digital landscape–including AI, 3D animation, and emerging technologies–drives your creativity, while your thoughtful integration of these tools ensures they enhance our projects in meaningful ways. In this role, you'll combine motion, design, and functionality to create digital experiences that feel both impactful and memorable.

YOUR ROLE & RESPONSIBILITIES

- Develop impactful, motion-driven digital designs that bring brands to life across web and multimedia platforms, capturing attention and adding depth to digital experiences

- Design and produce engaging motion graphics, animations, and video assets that reinforce brand identity and elevate digital storytelling for websites, social media, and digital advertising

- Create 3D renderings for both motion and static design, enhancing visual impact and enabling more immersive brand experiences across digital platforms.

- Communicate motion concepts clearly through mockups, prototypes, and presentations to effectively convey ideas to both team members and clients

- Create and present proposals and storyboards for motion projects, digital campaigns, and interactive designs, ensuring alignment with project goals and creative vision

- Experiment with timing, pacing, and visual effects to transform static graphics into dynamic, brand-aligned animations that enhance user experience

- Optimize files and assets for digital platforms to ensure that animations and 3D renderings are high-quality, responsive, and perform seamlessly across devices and screen sizes

- Maintain high standards of quality across all outputs, ensuring that motion graphics, animations, 3D elements, and UI/UX designs consistently meet brand and project objectives

- Receive and integrate constructive feedback throughout the design process to refine and improve each project iteration

- Identify and address any challenges in digital and motion projects, working proactively to keep the workflow smooth and efficient

- Design and prototype interactive elements that are both intuitive and visually compelling, using motion and 3D elements to create an engaging, user-centered digital experience

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YOUR ROLE & RESPONSIBILITIES	• Support the team with graphic design tasks as needed, supplementing motion work with static design elements to ensure cohesive visuals across all platforms • Continuously explore and adopt new animation techniques, 3D rendering tools, design trends, and technologies to keep skills sharp and projects innovative • Share valuable insights and trends with the team, fostering curiosity and a culture of continuous learning in learning in motion, 3D, and digital design • Collaborate closely with team members to create cohesive, visually engaging digital stories that resonate across multimedia platforms
DEPENDABILITY	**YOU SHOW UP BY:** • Managing your time efficiently, prioritizing tasks, and consistently meeting your deadlines • Demonstrate the ability to inspire others, both in formal and informal settings • Possess excellent communication skills that are effective with both team members and clients • Engaging in team collaborations and positively contribute to our team dynamics • Being an innovative thinker with a knack for creative problem-solving • Having the self-motivation to achieve results independently, contributing to the greater team • Being comfortable with and adaptable to new and evolving technologies relevant to our field
MUST-HAVES	• Proven education or experience demonstrating the skills required for high-quality motion, 3D, and UI/UX design work • Proficient in design software such as Adobe Creative Suite (After Effects, Photoshop, Illustrator, InDesign, Premiere Pro) and Figma • Skilled in 3D rendering software (such as Blender, Cinema 4D, or Maya) • 2-4 years of previous professional experience outside of school
HOURS	Hours of work generally are 9am– 5pm, Monday to Friday.* Ability to work in a hybrid model in Toronto, Ontario, with in-person days required.
CONNECT	team@theworkhouse.ca

Hours may vary based on the need to meet project deliverables and deadlines. In some cases, as is standard in our industry, additional hours may be required. When this occurs, compensation will be assessed and provided on a case-by-case basis.

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