A. Different. Point. Of. View.

3D EVENT DESIGNER

About Us

Cube Communications Ltd is a dynamic and fast-growing events and experiences agency that creates memorable, high-impact moments for brands, institutions, and communities. From global conferences and bold brand activations to festivals and immersive experiences, we design and deliver strategic, creative, and seamless event execution.

Position Summary

We're looking for a curious, imaginative, and detail-obsessed 3D Event Designer to help us bring event concepts to life. If you think in shapes, colours, lighting, scale, and textures — and you get a small thrill from seeing your ideas turn into physical reality — you'll fit right in.

From stages and booths to immersive environments and screen content, you'll help transform briefs into visuals that clients can instantly "feel." Your work will guide creative direction, help teams plan efficiently, and make our proposals shine.

This role blends 3D design, layout visualization, motion content, and branded asset creation — all supporting a wide range of events across the continent.

Key Responsibilities

• Develop 3D event visuals: stages, booths, layouts, scenography concepts, and more.

• Produce realistic renders and animation previews for client presentations.

• Design event branding and graphic assets across print and digital.

• Create large-format visuals such as signage, banners, and backdrops.

• Build light motion graphics for LED screens: loops, transitions, animated branding elements.

• Prepare production-ready assets for fabrication, AV teams, and print vendors.

• Work closely with project managers and production teams to ensure designs match event objectives and real-world constraints.

• Keep files structured, clean, and easy for the team to navigate.

Qualifications

• Strong skills in Blender.

• Minimum 3 years of hands-on experience using Blender.

• Excellent English communication skills; essential for client-facing visuals and team collaboration.

• Proficiency in Adobe Illustrator and Photoshop.

• Working knowledge of motion content.

• A solid understanding of spatial design, lighting, and visual flow.

• Comfortable turning rough ideas into polished visuals quickly.

• Organized, collaborative, and open to iterative feedback.

• Bachelor's degree in Design, Visual Arts, Architecture, or a related creative field (or equivalent practical experience).

• Bonus: Experience preparing assets for stage builds, LED screens, or print fabrication.

What We Offer

• Competitive compensation and opportunities for growth.

• The chance to work on high-profile events across Africa and beyond.

• A creative team that loves big ideas, bold design, and beautiful execution.

• A collaborative culture where your imagination and input genuinely matter.

How to Apply

Send your CV and portfolio to:

• info@cubeafricagroup.com

• manzi@cubeafricagroup.com

Deadline for submission: 15 January 2026