



JOIN OUR TEAM

VIA design is currently seeking a **Project Architect** to facilitate multiple projects and collaborate with a wide variety of team members. This is an excellent opportunity for professional growth, offering involvement in the full gamut of skill sets required by an architect: from client interactions, interview participation, and proposal development, to schematic design and presentations, through construction.

The right candidate will have a proven track record of managing built work and a collaborative mindset, with the flexibility to work in a multidisciplinary design environment. They should also be able to communicate design intent effectively through both sketching and digital production.

Skills and Role Requirements

- Licensed Architect with 5+ years of professional experience
- Proven experience leading a team through design and construction to project completion
- Clear presentation and graphic capabilities
- Good written and verbal communication skills
- Fluency in Revit and Adobe Creative Suite
- Experience collaborating with Lumion, Enscape, and Sketchup
- Knowledge of sustainability, integrated design, and LEED guidelines

Challenge and Responsibility

As a Project Architect at VIA, you are challenged daily to lead a team of designers and guide decisions that result in beautiful spaces while meeting the goals of our clients. You are responsible for generating conceptual designs for projects of various scales and sizes, leading the vision for technical design, implementing sustainable design strategies, and executing construction documents that bring the project to life. As a Project Architect, you are expected to build and maintain relationships with the design team and clients to achieve consistent, successful results.

Interested individuals should submit a letter of interest, resume, and digital portfolio using the employment interest form at viadesignarchitects.com/careers

For additional questions, please contact Blair Valdivieso at [via@viadesignarchitects.com].

