POSITION AVAILABLE

Office Title: Computational Urban Designer	**Civil Service Title:** Assistant Urban Designer
Level: 1	**Salary Range: $60,000 - $65,000**
Division / Work Unit: Urban Design Division	**Number of Positions:** 1
Job ID: **531793**	**Hours / Shift:** Mon – Fri (9am – 5pm)
Position Status: Full-Time / Permanent	**Application Deadline:** Until Filled
DISCLAIMER: The NYC Department of City Planning does not offer Sponsorship, of any kind, for any type of employment opportunity.	

THE AGENCY:

The Department of City Planning (DCP) plans for the strategic growth and development of the City through ground-up planning with communities, the development of land use policies and zoning regulations applicable citywide and sharing its perspectives on growth and community needs with sister agencies in collaboration with the Office of Management and Budget (OMB).

DCP's six strategic objectives include: (a) catalyze long-term neighborhood improvement through integrated planning and targeted accompanying public investments; (b) encourage housing production, affordability, and quality; (c) promote economic development and job growth; (d) enhance resiliency and sustainability of neighborhoods; (e) ensure integrity, timeliness and responsiveness in land use reviews; and, (f) supply objective data and expertise to a broad range of planning functions and stakeholders.

Central to its mission, DCP supports the City Planning Commission in its annual review of approximately 450 land use applications. The Department also works closely with OMB in developing the Ten-Year Capital Strategy, and helping administer the Neighborhood Development Fund, geared toward ensuring that growing neighborhoods undergoing rezoning have accompanying infrastructure investments.

The New York City Department of City Planning is a great place to work – cultivating intellectual inspiration, professional development and creativity. Visit our website at www.nyc.gov/planning to access the full listing of job opportunities and to learn more about our agency.

THE DIVISION:

In New York City, good urban design principles are an essential component in the creation of the City's zoning regulations as well as the review process for new developments seeking city approvals. The urban designers at the Department of City Planning (DCP) offer guidance and incorporate urban design best practices in all aspects of planning, to ensure that every new building, street and public space positively contributes to their surrounding communities.

The Urban Design Office draws from expertise in architecture, landscape architecture and urban design across a range of projects in a variety of capacities. Within a dynamic work environment, the UD Office leads the development of city planning policy to support excellence in urban design through citywide initiatives and neighborhood studies, design guidance, development of design tools and resources, built environment research and civic engagement. The UD Office provides urban design expertise to the agency, the City Planning Commission (CPC), elected officials, community boards, other city agencies and the public-at-large. Visit our webpage at www.nyc.gov/urbandesign to learn more about our work.

THE ROLE:
The Urban Design Office at the Department of City Planning is seeking a *computational urban designer* with strong 3D modeling, data analysis, and visual communication skills to join their team. The ideal candidate would build on the vision and direction of computation and design for the agency and the City. Projects would include further development, maintenance, and dissemination of urban design modeling tools built to date and help develop a unique suite of tools integrating data to amplify and add value to the urban design and physical planning in NYC.

The ideal candidate will be a curious and enthusiastic learner, an artful problem-solver, a critical and engaged user of design technology, and possess a positive attitude toward interdisciplinary teamwork and community service.

Under supervision, the ideal candidate performs urban design work of moderate difficulty and responsibility including, but not limited to, the following:
- Support zoning, land use and urban design studies, research data, analyze conditions, prepare technical and illustrative drawings, digital models and presentation materials, and reports for land use policy proposals;
- Prepare conceptual designs, develop design criteria and design guidelines for large-scale planning efforts, and coordinate with agency staff and other city agencies;
- Develop and maintain a working knowledge of the city's urban design and planning trends through research and field experience;
- Review, analyze and make urban design related recommendations on applications and projects submitted to the Department subject to the City's Uniform Land Use Review Procedure (ULURP), the City Environmental Quality Review (CEQR) and other administrative procedures;
- Organize and prepare graphic and written materials, to inform the City Planning Commission, department staff, community boards, elected officials and public agencies;
- Maintain a working knowledge of the NYC Zoning Resolution;
- Perform other related tasks and projects.

PREFERRED SKILLS:
- Strong urban design capabilities with knowledge of physical design practices including site planning and programming, building layout, massing and architectural design. Knowledge of urban landscape and environmental design.
- Support and help maintain software developed in-house to facilitate analysis and visualization with 3D models. Experience with:
    - Spatial data management and analysis (ArcGIS, QGIS)
    - Motion graphics, video and animation (AfterEffects, Premiere, 3Ds Max, Blender)
    - Scripting/software development experience (Python, Javascript, HTML, CSS)
- Experience assisting in organization and management of groups around urban design issues and themes, especially in relationship to computational design / design data science.

- Ability to explore and prototype a set of interactive experiences to explain and facilitate discussions around urban design and physical planning issues.
- Experience developing tutorials/trainings to help urban design and planning staff become effective co-producers of interactive content
- Strong research and analytical skills.
- Competence in free-hand sketches.
- Excellent visual and verbal communication skills
- Self-motivated, organized and able to work effectively both individually and collaboratively.
- Knowledge of New York City's general urban planning and land use issues, policies and needs, as well as best practice examples from around the world.
- Strong 3D modeling skills in Rhino, Grasshopper, AutoCAD
- Adobe Creative Suite (Photoshop, Illustrator, InDesign)

Please provide a work sample of relevant projects (PDF, under 10mb).

MINIMUM REQUIREMENTS:
Authorization to work in the United States is required for this position. **NYC Department of City Planning does not provide sponsorship for international employees**. Applicants are responsible for ensuring that they meet all minimum qualifying requirements for this position, at the time of application.

1. A baccalaureate degree in architecture from an accredited college and one (1) year of full-time experience in planning, design, research, investigations and/or studies related to urban design development programs; or

2. Education and/or experience equivalent to "1" above. However, a baccalaureate degree in architecture is required of all candidates. Graduate work leading to an advanced degree in architecture, urban design or city planning may be substituted for the one year of experience described above.

TO APPLY: All applications must be submitted through the NYC Careers / ESS Website
City Employees – Click here to apply directly
1. Log in to ESS.
2. Search for job ID number: **531793**
3. Click on the job business title: **Computational Urban Designer**
4. Click on "Apply Now" at the bottom of the posting

Non-City Employees – Click here to apply directly, or visit: https://www1.nyc.gov/jobs/ and follow the steps below:
1. Search for job ID number: **531793**
2. Click on the job business title: **Computational Urban Designer**
3. Click on "Apply Now" at the bottom of the posting

Only applicants under consideration will be contacted. Appointments are subject to Office of Management and Budget (OMB) approval.

As of August 2, 2021, all new hires must be vaccinated against the COVID-19 virus, unless they have been granted a reasonable accommodation for religion or disability. If you are offered city employment, this requirement must be met by your date of hire, unless a reasonable accommodation for exemption is received and approved by the hiring agency.

PLEASE NOTE: New York City residency is generally required within 90 days of appointment. However,

City Employees in certain titles who have worked for the City for 2 continuous years may also be eligible to reside in Nassau, Suffolk, Putnam, Westchester, Rockland, or Orange County. To determine if the residency requirement applies to you, please discuss with a Human Capital representative.

The City of New York is an inclusive equal opportunity employer committed to recruiting and retaining a diverse workforce and providing a work environment that is free from discrimination and harassment based upon any legally protected status or protected characteristic, including but not limited to an individual's sex, race, color, ethnicity, national origin, age, religion, disability, sexual orientation, veteran status, gender identity, or pregnancy.

As a current or prospective employee of the City of New York, you may be eligible for federal loan forgiveness programs and state repayment assistance programs. Please review the notice to see if you may be eligible for programs and how to apply at **nyc.gov/studentloans***.*