



PROFILE

As a **Design Manager** you will be responsible for making the decision on which house types to use, where they are positioned and the layout of the village.

DESIGN MANAGER

ROLE

Your tasks as a Design Manager are;

- Taking overall responsibility for the design of the project
- Ensure that the project is of the right quality and the project brief (Instructions) have been followed
- Manage and help produce the model village
- Work with the Quantity Surveyor and Environmental & Sustainability Manager to ensure that the budget and environment factors have been considered

SKILLS

Additional skills which may benefit anyone looking to become a Design Manager include;

- Forward **Planner** and **problem solver**
- Be able to **keep your head under pressure**
- Be **organised**
- Have great **communications skills**
- **Accuracy** when recording