



Designers for LEGO Group

Making ideas into toys

Are you passionate about toys? And do you want to shape the play experiences of children all over the world? Then this is your chance to become a toy designer in the Product and Marketing Development department in LEGO



Concept and product designers for LEGO "Classic" lines

As a concept and product designer, you will be part of a team of designers that develop toy concepts using Duplo and LEGO brick platforms for children between the ages 1 and 12. We focus our product development on children, parents and gift givers.

We are looking for concept and product designers with a design education or background that can add new creative ideas and concept approaches to our classic product lines LEGO Duplo, LEGO City and LEGO Creator. You will work with the whole design process, which ranges from ideation and sketching of new play concepts to creating product graphics and building models from existing elements as well as shaping new 3-dimensional elements for production.

In addition to a formal education as a designer, it is important that you are passionate about our target group and about creating toys. It is also important that you have personal drive, good process skills and that you can think "out-of-the-box". You need to have the desire to express and realise ideas through LEGO bricks and the ability to communicate them verbally and visually. It is an advantage if you have good free-hand sketching skills as well as experience with Adobe-based programs.

Group. We create the toys of the future through brands like LEGO Star Wars, LEGO City, Duplo and Bionicle – in a creative, international and teamwork-oriented environment.

Bionicle model builder/character designer

As a Bionicle model builder/character designer you will be a member of a team of 10 designers creating fantasy characters, and the worlds they inhabit, that appeal to boys between the ages of 6 and 11. Bionicle designers work in a fast moving multi-disciplined project environment where teamwork, the ability to be proactive and a naturally inquisitive mind are highly valued qualities.

We are looking for a designer that can add new and exciting ideas to the ever-changing world of Bionicle. You will need to be able to express your ideas in either sketch form or as prototypes and be able to convert your great thoughts into commercially successful products that will thrill boys in the target group. All Bionicle action figures are created using a combination of existing and new elements and so familiarity with Bionicle products and the LEGO Technic building platform is an advantage.

Product graphic designer

As a graphic designer you will design decorations for mini-figures and labels for models within different LEGO ranges. You work within the areas of freehand sketching and rendering, Adobe-based computer programs and visualisation of play scenarios – all in close contact with creative leaders and

We are currently looking for a number of designers with different design profiles, primarily within the following three areas:

designers. You are responsible for the graphic process from first sketches to final decorations for print.

We are looking for a designer with a graphic background, a passion for toys and good drawing, sketching and computer skills. Please show interpretations of mini-figures in your portfolio.

Build your dream job

Regardless of what type of designer you are, you should be a team player with a positive attitude and enjoy taking the initiative; and you should thrive in an open-minded, innovative and international environment and be fluent in spoken and written English.

Start building your dream job in a fun and creative environment by sending your application "Designer LEGO Classic Lines" or "Bionicle Designer" or "Graphic Designer" and send it in English or Danish to LEGO System A/S, Systemvej 6, DK-7190 Billund, Denmark, attn. Kirsten Danielsen no later than 19 February. Your application, including CV, portfolio or pictures of your model work, drawings and sketches in A4 hard copy format (no CD-Roms or original art work), should be submitted by post. Please note that applications without portfolio or pictures of your creative work will not be considered. For more information, please contact Design Manager Bente Noringriis at +45 7950 5320.

