

### **Be Love Revolution Creative Coordinator**

The Be Love Revolution (BLR) Creative Coordinator makes BLR beautiful through the creation of graphics, print pieces and merchandise, and maintenance of the Be Love Revolution website. This full-time, salaried, in-office position reports to the Director of Be Love Revolution.

#### **The primary responsibilities include:**

- Design & maintain the BLR website.
- Design promotional pieces, educational pamphlets, weekly and event emails, donor communications, and slides for talks and events.
- Oversee merchandise creation and production.
- Create social media plan, design collateral, and execute plan on social media for Be Love Revolution and Pine Hills Camps.
- Take, edit, and post photos and videos at talks and events.
- Manage BLR media storage.
- Setup and run ProPresenter and Powerpoint for events.
- Participate in in-school discipleship, small groups, and retreat, and co-lead an Abide small group.
- Assist with design and administrative tasks for Pine Hills Camp.
- Attend Bible studies, staff meetings, times of prayer, and events as directed.
- Other duties as assigned.

#### **We are looking for a candidate that is:**

- Is personally committed to Catholic orthodoxy, evangelization, and to the mission of Renewal Ministries and Be Love Revolution.
- Has experience in youth ministry, evangelization, and discipleship.
- Has experience in graphic design and social media.
- Has experience with Microsoft Office 365, including Excel, Powerpoint, Outlook, and Team, and with the Adobe Creative Cloud, including Photoshop, InDesign, and Illustrator.
- Is highly organized, detail oriented, able to multi-task, and able to meet firm deadlines.

#### **Strong candidates will have:**

- A bachelor's degree in graphic design, art, theology, pastoral ministry, education, or a related field.
- Experience with social media and email marketing.

***To apply, please send a cover letter and resume to [careers@renewalministries.net](mailto:careers@renewalministries.net).***