

Join the Epicenter team.

We have a unique opportunity for a remarkable individual with a varied skill-set: a chance to spend a season living and working in a small town in Utah. To help citizens of this rural community lead better lives. To demonstrate the value of design in community problem solving. To gain a one-of-a-kind experience in an alternative model of professional practice. To learn new skills. To improve our nonprofit. To improve yourself.

We believe this desert town can blossom, but there is work to be done. We'd like to work with you to do it.



Who We Are

Epicenter is a design-driven community development organization that serves the rural town of Green River, Utah. Epicenter strives to provide local solutions to community problems in three sectors: affordable housing advocacy and repair, business development, and arts and culture. An agile team of designers, creatives, and doers, we have a multidisciplinary approach to problem solving and innovation. Here, we nurture local businesses, artists, entrepreneurs, and ideas.

We're dedicated to this town and our practice, but constantly refining what we do. We are looking for ways to engage our community and to help citizens envision their future. *That's where you come in.*

What You Will Do (examples)

- Assist in creation of a downtown revitalization plan.
- Execute graphic design for Epicenter's projects, events, and the organization as a whole.
- Assist on design/build construction for **Fix It First** projects.
- Participate in on-site construction for the **Frontier House**.
- Facilitate community beautification projects alongside local residents.
- **Plan recreational trails** including design, fundraising, and construction management.
- Facilitate opportunities to improve local businesses and workforce.
- Collect and document local oral histories.
- Act as a production assistant for the Frontier Fellowship, our artist-in-residence program.

Workload and Compensation Package

This is a 13-week, full-time position (500 hours total) for the spring and/or summer of 2016 that is extendable into a full-time year-round position. Communal housing (\$975 value) and travel stipend (up to \$300) will be provided. A \$2,700 living stipend is paid bimonthly. This position also includes communal meals twice per week, use of a National Park pass, a whitewater rafting trip (pending availability), and free admission to a local rodeo.

Who You Are

You hold a college degree or background in architecture, community planning, landscape architecture, graphic design, construction, affordable housing, or a related field.

You're excited to dive into a rural community and strategize how its strengths can overcome its weaknesses.

You have an eye for detail, a mind for numbers, and a willingness to get your boots dirty.

You have exquisite verbal, visual, and written communication skills.

You dream of open spaces, big skies, bold colors, and promising futures.

You have an interest in working on a multidisciplinary team.

You are skilled at interacting with people of all socioeconomic backgrounds.

Apply

Submit a cover letter stating your interest in the position and how it fits in your career goals to **work@ruralandproud.org** no later than 10 AM MST March 10th, 2016. An application will be e-mailed back to you with further instructions on materials required for a full application package.

Links to more information:

[Epicenter website](#)

[Gateway to the Super 6](#) (from Utah.com)

[Think wrong, make stuff, do good](#) (2015)

[A Wild West Town's Visionary Experiment](#) (2015)

[Tips for More Nimble and Inclusive Rural Design](#) (2015)

[Green River looks at trail system \[...\]](#) (2013)

[Cabin Time x Green River](#) (2013)