

PUBLIC HOUSE

Senior Interior Designer (Mat Cover) Job Description

Department: Studio

Reporting to: Founder

Location: London

About us:

Public House is a collection of pubs in London & the Cotswolds. We take immense pride in our identity within the UK, nurturing our pubs to showcase the incredible produce grown and raised in our country.

We are proud of our British identity and believe pubs are essential community hubs of hospitality.

Our goal is to make them central to their communities by showcasing the fantastic local produce from our farmers. By working with them, we aim to create a mutually beneficial relationship between farming and hospitality.

We are committed to supporting British produce and encouraging the next generation to join the industry. By showing how it helps the environment and offers many different career paths, we hope to inspire more people to get involved.

A major shift is needed to preserve both the essence of pubs and the farming we value.

Job overview:

We are seeking an experienced and highly creative Senior Interior Designer to join our in house design studio on an eight month maternity leave cover. This is a senior, hands-on role responsible for leading interior design projects across our portfolio, managing the studio and project workflows, and acting as a key point of contact between founders, internal teams, and external stakeholders.

The Senior Interior Designer will lead design concepts from initial vision through to delivery, oversee the studio team, manage multiple projects simultaneously, and ensure all work reflects the brand's creative direction, commercial objectives, and operational requirements. This role requires a strong design sensibility, excellent leadership skills, and extensive experience delivering hospitality interiors.

Key Attributes:

Creative • Detail-oriented • Quality-driven • Hands-on • Organised • Proactive

Design Leadership & Creative Direction

- Lead the development of interior design concepts across new openings, refurbishments, pop-ups, and major concept changes to existing venues.
- Translate creative vision into cohesive, practical, and commercially viable hospitality environments.
- Ensure all designs align with brand identity, guest experience objectives, and

operational needs.

- Maintain a high standard of design quality and attention to detail across all projects.

Studio & Team Management

- Manage the day-to-day running of the design studio, including workflow planning, resourcing, and prioritisation.
- Lead, mentor, and develop the interior design team, fostering a collaborative and high-performing studio culture.
- Review and guide design output from the team, ensuring consistency, accuracy, and creative excellence.
- Balance studio workload across multiple concurrent projects and deadlines.

Project Management & Delivery

- Oversee interior design projects from concept through to construction and handover.
- Coordinate closely with construction teams, architects, consultants, and suppliers to ensure successful project delivery.
- Review drawings, specifications, FF&E schedules, and material selections.
- Support site coordination, respond to RFIs, and resolve design-related issues during construction.

Stakeholder & Relationship Management

- Act as a key design liaison between founders, construction partners, suppliers, and the operations team.
- Build and maintain strong relationships with contractors, fabricators, and suppliers.
- Collaborate closely with operations teams to ensure designs are functional, durable, and operationally efficient.
- Confidently present design concepts and progress updates to senior stakeholders.

Pitch Decks & Concept Presentations

- Lead the creation of compelling pitch decks, concept presentations, and visual storytelling materials.
- Develop presentations for new concepts, investor pitches, landlord discussions, and internal approvals.
- Ensure all presentations clearly communicate design intent, brand narrative, and commercial rationale.

Founder & Ad-Hoc Design Support

- Respond to day-to-day design requests from the founders, including pop-ups, special projects, and rapid-turnaround concepts.
- Provide creative input and design solutions for evolving business needs.
- Support fast-paced concept development while maintaining design quality and consistency.

Experience

- Proven experience as a Senior Interior Designer within hospitality, lifestyle, or experiential environments.
- Strong portfolio demonstrating delivered hospitality projects (restaurants, bars,

hotels, members' clubs, etc.).

- Experience managing a design studio or leading design teams.
- Excellent understanding of the full design and construction process.
- Strong stakeholder management and communication skills.
- Advanced skills in design software (e.g. AutoCAD, SketchUp, Adobe Creative Suite; Revit desirable).

Personal Attributes

- Strong presentation and storytelling abilities.
- Commercial awareness and understanding of operational requirements in hospitality environments.
- Personal Attributes
- Highly creative with a refined design sensibility.
- Organised, detail-oriented, and able to manage multiple priorities.
- Confident leader with a collaborative and supportive management style.
- Proactive, solutions-focused, and comfortable working in a fast-paced environment.
- Passionate about hospitality, experience-led design, and creating memorable spaces.

Please note that the above is only an outline of the main role and responsibilities and that there will be additional day to day duties expected to ensure the smooth and effective day to day running of the area.

Package & Benefits

- Salary Attractive
- 50% off food and drink for up to 4 people
- Access to our benefits platform with discounts on lifestyle, Shopping, food & drink + Many more.
- 24/7 employee support helplines, including online GP access, mental, physical and financial support
- Access to wage stream
- 33 days' holiday per year incl bank holidays
- Training opportunities
- Employee referral scheme

Please send application to people@publichousegroup.com