



House of Grey | North London

House of Grey is seeking an experienced Senior Interior Designer to join our London studio.

This is a key role within the practice for a designer who is both creatively driven and technically confident. The successful candidate will lead projects from concept through to completion, contributing to the continued evolution of the studio while delivering interior environments that are considered, materially conscious and crafted with integrity.

About House of Grey

For over two decades, House of Grey has developed a distinctive design language recognised across the international design community. Our work spans private residential and commercial interiors, unified by a commitment to thoughtful design, natural materials and spaces that support both people and planet.

Our approach combines our studio's aesthetic with Circular Salutogenic Design principles and cradle-to-cradle material thinking, guiding every stage of the design process — from concept to material specification and final installation. The result is interiors that feel calm, enduring and quietly refined.

The Role

The Senior Interior Designer will take a leading role across all stages of the design process, from initial concept development through to installation.

Working closely with the founder, you will guide projects creatively and technically while mentoring junior designers and maintaining the high standards of detail and craft that define the House of Grey approach.

This role would suit a designer who enjoys balancing conceptual thinking with technical delivery, and who values collaboration within a small and thoughtful studio environment.

Key Responsibilities

- Lead interior design projects from concept through to completion
- Develop and present design concepts to clients
- Prepare design development packages and technical documentation
- Produce detailed AutoCAD drawing packages for interior architecture and joinery
- Source and specify FF&E aligned with the studio's design ethos
- Design bespoke furniture and custom interior elements
- Manage project budgets and procurement processes
- Coordinate with contractors, consultants and suppliers
- Attend site meetings and oversee project installations
- Support and mentor junior members of the design team

What You Will Bring

- A refined design sensibility aligned with the House of Grey aesthetic
- Experience delivering high-end residential or luxury commercial interiors
- Confidence managing projects from concept to completion
- Strong organisational and communication skills
- An interest in natural materials and responsible design approaches
- Care and attention to detail throughout the design process
- A collaborative and positive approach to studio culture

Skills & Experience

- 5+ years professional experience in a senior interior design role
- Degree (or equivalent) in Interior Design or Interior Architecture
- Strong concept development and presentation skills
- Experience producing technical drawing packages, joinery details and tender documentation
- Proficiency in:
 - AutoCAD
 - Adobe Creative Suite (InDesign, Photoshop, Illustrator)
 - SketchUp
- Strong hand-sketching and visual communication skills
- Experience designing bespoke furniture and custom interior elements
- Experience managing budgets and procurement

Details

Location: North London studio

Hours: Monday – Friday, 9:00am – 5:30pm

Salary: Competitive, dependent on experience

Application

Please submit to studio@houseofgrey.co.uk :

- CV
- Portfolio (PDF, max 10MB) including examples of projects you have led or played a significant role in
- A short cover letter outlining your experience and interest in the role

Your portfolio should demonstrate:

- Clear concept development and design thinking
- Considered use of materials and finishes
- Experience delivering high-end residential or commercial interiors
- Examples of technical drawing or joinery detailing

We are particularly interested in designers who show both creative direction and technical understanding across the full life of a project.