

Graphic Designer Needed!

Math Card Game Template Design (3 Layouts)

We are seeking a graphic designer to create a professional and appealing visual system for a card game intersecting math education with some fantasy themes. Our card game is part of an outreach initiative for the International Congress of Mathematicians to take place in Philadelphia this summer. Around 30 decks will be printed and distributed for free primarily to the middle schoolers participating in the Math Festival. The game content is based on text and reasoning and is essentially complete. We are seeking a graphic designer to create its visual identity by developing **3 distinct card layout templates**. Each template corresponds to the three card types

1. Math Cards
2. Action Cards
3. World Cards

We will place the text into the templates ourselves after delivery. The primary goal is to create a strong, reusable layout system. The aesthetic should feel clean and playful. **The deliverables are**

- Editable template files (InDesign, Illustrator, or comparable)
- Final print-ready exports
- Font recommendations (licensed or open-source)
- ≤ 2 revision rounds.

This is a paid opportunity. Credit will be given on all published materials. Our pay range for this project is \$500 to \$600, depending on your experience and the level of refinement and customization proposed. We are open to discussing scope to ensure fair compensation. Find details of the cards below.

To apply, please send: a short introduction, portfolio examples (especially typographic and print layout work) and an estimated timeline. We are excited to build something meaningful that looks cool!

Sincerely,

Hezekiah Grayer II,
hgrayer@princeton.edu

Card Details

Math cards name exactly one math concept, with subtext of real and fantasy examples, e.g.

- Circle. Wheel, Ring
- Rational Numbers. $9\frac{3}{4}$

Action cards state its name and describe its effect upon play, e.g.

- Reflection: flip card ordering 1, 2, 3, 4 \rightarrow 4, 3, 2, 1
- Parity: swap ordering by parity 1 \leftrightarrow 2, 3 \leftrightarrow 4, ...

World cards state the scenario for the round and describe a “real world” version on one side, and a “fantasy” version on the other. E.g.

- Bridge Crossing Logistics.
 - Real World Side: Move supplies across a bridge with a total weight limit and changing travel speeds.
 - Fantasy Side: The bridge guardian charges more the longer each crossing takes.