

Multilingual Disputes Lawyer required to work in Litigation Funding

Calunius is a leading funder of large scale commercial disputes. The disputes we fund are invariably of the utmost complexity and require from our people at all stages a high level of legal and financial analysis, often across a number of jurisdictions. Our funded claimants are typically substantial businesses, represented by large international law firms. In total, we manage funds exceeding €100m.

For our office in central London we are looking for an experienced disputes lawyer to complement our team of four partners and two staff members. The ideal candidate would be:

- between five to ten years qualified with deep experience of working at the heart of complex commercial disputes from their inception through to judgment or settlement;
- multilingual in English and another language or languages;
- familiar with both commercial litigation and international arbitration proceedings;
- qualified as a lawyer in two jurisdictions, one of which should be England & Wales;
- keen to develop a knowledge of the transactional structures involved in litigation funding and able to demonstrate good existing drafting skills.

Litigation funding is an investment activity that requires an understanding of legal and financial parameters; we focus on large cases because each case undergoes a very intense period of due diligence. Due to the small size of our organisation, the tasks in this new role will be extremely diverse, and will include;

- Establishing the factual background and the legal principles that apply to cases in due diligence;
- Instructing external advisers and coordinating service providers;
- Drafting and negotiating transactional documentation to closing;
- Monitoring investments and maintaining budgetary control.

The start date is approximately 1 October 2016. Please include your salary aspiration in your application.

Applications to be sent in electronic format to christian.stuerwald@calunius.com

Calunius Capital LLP, June 2016