Intermediate Interactive Digital Media Developer

September 25, 2017

Are you passionate about creative Human-Computer Interaction and digital media? Are you looking for a developer role in interactive applications or game that will encourage exploration of new ideas and fresh interpretations of existing technology? Are you comfortable to push into “the unknown” with confidence? Do you enjoy the mash-up of technical strategy, hardware tinkering, software development?

At NGX, we create digital interactive storytelling experiences for museums, science centers, exhibitions and other community-based cultural and educational events. Our work pertains to the development of custom digital interactive solutions, and spans cutting-edge hardware, intuitive software, compelling digital content, and inspiring design. Learn more about our work at ngxinteractive.com.

We are a growing team of passionate can-do individuals from a diverse range of professional backgrounds and personal interests. We share a real excitement about creating the next “wow” experience for our clients.

At this time, we seek an experienced, self-motivated, team-player to join our team as an intermediate level Interactive Developer.

**What you’ll be doing:**

- Application development for interactive exhibits and installations for the cultural sector
- Technical planning and design of solutions that may require integration with potential combination of a variety of technologies
  - Mechanical
  - Projection mapping
  - Computer vision
  - Motion capture
  - Indoor location
  - RFID
  - Robotics
  - Tangible interfaces
- Collaborating in R&D, planning, design and development of prototypes and test environments, determining strategies to validate solutions and test assumptions
• Providing technical support and troubleshooting on existing exhibits
• Collaborating with cross-function team members who may have varying levels of technical literacy, with ability to communicate technical solutions to identified challenges
• Recommending hardware for projects, and providing estimations for software development effort

You bring:

• Passion for extending the bounds of HCI and for developing engaging digital experiences for our clients
• Education in Computer Science, Software Engineering, Digital Media or a related technical discipline
• 3-6 years’ professional experience in software development and/or game engineering
• Solid proficiency with Unity3D and C# - 2-4 years’ professional experience
• Front-end development experience in other technologies – web, iOS, Android
• Resilience to handle responsibilities and deadlines, while maintaining a sense of humour and positive attitude

Surprise us with your plusses!

• Experience developing digital/technical installations for museums, science centres, theatre or other cultural centres
• Understanding of the exhibit planning process, including floor plans, renders, & elevations
• Ability to create/read AV and hardware wiring diagrams
• Experience creating AV presentation events using TouchDesigner
• Training or experience in a field not related to computer science or software development (e.g. science, arts/humanities, engineering, culture or something else?)
• Experience extending the Unity Editor to support new tools

Direct applications to Valerie Eades (valerie@ngxinteractive.com). Include a cover letter with your resume in your job application, and link to your online portfolio if you have one.