Our growing company is looking to fill the role of creative technologist. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

Responsibilities for creative technologist

- You believe in teams and playing
- Collaborate with engineers and designers in a highly-productive creative environment
- Develop delightful, user interfaces and experiences
- Translate creative concepts into working prototypes for testing and analysis
- Create low to high-fidelity interactive prototypes using smart extensible code or industry tools
- Communicate design decisions clearly from sketches to specs
- Collaborate with design and product teams to come up with new product experiences
- Collaborate with visual, digital, and UX Designers to identify opportunities and to provide insights on emerging technologies
- Create proof of concept prototypes with little guidance
- Gathering research to showcase knowledge

Qualifications for creative technologist

- Exposure or experience with cross platform development using frameworks such as Unity, Xamarin, Cordova
- Knowledge of third-party VR peripherals (eg
- Video Hardware (Projectors, Monitors, etc)
- Computer hardware – know your way around custom builds and graphics

- Audio – Standard and Multi Channel Surround