Our growing company is looking to fill the role of creative technologist. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don't fill all of the qualifications, you may still be considered depending on your level of experience.

Responsibilities for creative technologist

- Ability to translate complex user interactions into usable code
- Manage external design services/agencies
- Working individually or leading teams of developers, interfacing with production, project management and creative departments from concept to delivery
- Work on multiple projects at a time
- Contribute creative and technical solutions to projects in pitches and project productions
- Take the lead on identifying technical project requirements and feature sets
- Coordinate and follow up with other production and tech team members for ensuring hardware requirements are met to fulfill the requirements of a project
- Research and recommend the appropriate development platform for a given project
- Take ownership over the technical parts of projects and check in regularly with other teams to ensure all aspects of the project are covered sufficiently
- Contribute to and lead on site installation of completed projects

Qualifications for creative technologist

- VR/AR Tools – Oculus, Tango, Vive, etc
- You don't need to be a top-level developer, but should have a decent amount

- Skills with Rhino/Sketchup or some similar 3D modelling and drafting software would be a bonus
- Stellar portfolio of personal and professional work
- 2+ years professional experience leading teams and delivering projects, 3+ years software development experience
- Excellent spoken and written communication, especially when making technical documentation