

## POSITION DESCRIPTION

## 3D, Exhibit & Environmental Designer

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Second Story seeks an experienced designer to expand the studio's interactive experience design capabilities beyond the screen. The designer will collaborate with studio producers, interaction designers and other creatives to craft concepts for story-driven interpretive visitor experiences and design exhibitions that blend media, interactivity, technology with the physical world. As a key member of the interdisciplinary experience design team, the designer's capabilities with industrial design will define a media installation's physical properties; their experience with exhibition and environmental design will define how media installations are integrated into environments; and their architectural literacy will bridge these environments with buildings and the landscape. The designer is a visionary thinker, an innovator, and a natural leader with a proven understanding of various physical design disciplines and storytelling techniques.

The 3D, Exhibit & Environmental Designer should be:

- **Proficient in diverse interpretive presentation formats** extending the experiences Second Story creates outside the electronic realm; give form to interactive experiences
- A **innovator** capable of translating messaging, storytelling, and experiential goals into physical controls, fixtures, exhibits and environments that balance strategic, functional, and budgetary requirements
- A **critical thinker** who thinks holistically about environments that incorporate dynamic, responsive, and interactive media with environmental graphics, exhibits and objects
- A **practical implementer** who balances accessibility, durability, usability and a/v engineering objectives, with inspiring aesthetic originality
- A **strong communicator** acting as a bridge between external exhibition designers or architects and internal user experience design team: helping shape the team's creative approach to site-specific installations
- An **articulate physical designer** of ideas at every stage of the creative process from rough hand drawings capturing conceptual approaches through compelling 3D visualizations to comprehensive drawing sets for fabricators
- A **team player** who produces effective documentation deliverables for every stage of the creative process
- A **self-directed leader** who cultivates relationships with fabricators, integrators, and other outside contractors that produce the physical designs; overseeing the construction process to ensure the outcome meets the design intention

This is an exceptional opportunity for a rewarding career to inform, inspire, educate, enchant, and entertain—as opposed to brand, market, and sell—audiences through diverse projects for significant

and influential cultural institutions. This position is located in Portland, Oregon. Please send your resume and your portfolio to [careers@secondstory.com](mailto:careers@secondstory.com).

Since 1994, Second Story has conceived of, designed, and developed hundreds of award-winning interactive media experiences in diverse formats that pioneer ever more effective ways to inspire wonder, connect audiences to ideas and information, and 'elevate the art of storytelling.' Learn more about the studio and experience the projects at <http://www.secondstory.com/>.