

## Interactive Art Director

Second Story seeks a multi-talented Interactive Art Director that bridges interaction, dynamic motion, and graphic design to lead the visual design of diverse interactive media creations. This hybrid hands-on designer has a proven understanding of innovative technologies, non-traditional interfaces, physical spaces, and a portfolio that illustrates an ability to bring visual excellence to generative, responsive, and interactive experiences.

As a core part of a project team, the Interactive Art Director will define a project's creative trajectory from early strategy to the development and implementation of visual, physical, motion, and interaction design. The Interactive Art Director should be:

- A **visual artist** whose command of graphic, motion, and physical design establishes the emotional tenor of a project, paints the complexion of its interfaces, and brings clarity to complexity.
- A **passionate storyteller** whose command of interactive media elicits strong emotional, intellectual, and inspirational reactions that reward diverse audiences.
- Comfortable generating design and motion studies that **communicate spatial and time-based concepts**. An avid user of tools such as After Effects, Processing, or Flash, e.g. to facilitate these studies.
- Capable of designing experiences created in **diverse authoring environments** that generate **real-time display of data and content**.
- **Proficient in diverse interactive formats** ranging from mobile, handheld devices to online applications and Web experiences to kiosks, immersive interactive surfaces and environments. Experienced creating **multi-user interfaces** that simultaneously engage individuals as well as groups.
- Experienced designing within a **spectrum of hardware configurations** enabling non-traditional inputs, sensors, tangible objects and multi-screen output. The experience designer tracks new hardware and technologies and has a penchant for expanding interactive media into new frontiers.
- An **effective communicator** cultivating ongoing relationships with clients, developing extensive ongoing collaborations with other designers, producers, developers, engineers, fabricators, contractors, while leading production artists and junior designers.
- A **self-directed leader** whose organization and communication inspire confidence.

This is an exceptional opportunity for a rewarding career to inform, inspire, educate, enchant, and entertain audiences through diverse projects for significant and influential cultural institutions. This position is located in Portland, Oregon, with a very competitive, comprehensive salary and a benefits package that includes medical, dental, disability, employer-contributed 401(k), and professional development funds. 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/>.