

Lead Interaction Designer

Second Story seeks an experienced interaction designer or design director to lead the creative execution of innovative interactive media projects. The lead designer is a visionary thinker, an innovator, and a natural leader with a proven understanding of interactive technologies and storytelling techniques.

As a core part of a project team, the lead designer will define the projects' creative trajectory, including early strategy and concept development, and will create documentation that defines and articulates the experience design through to execution of visual design and overseeing design production. The lead designer must be:

- An **effective communicator** that successfully cultivates ongoing relationships with clients, extensive ongoing collaborations with other designers, producers, developers, engineers, fabricators, and contractors, and effectively leads production artists and junior designers.
- **Proficient in diverse interactive formats** ranging from mobile to online applications and Web experiences to kiosks and site-specific installations; the lead designer must have a penchant for expanding interactive media into new frontiers beyond traditional inputs, screens, and interfaces.
- A **passionate storyteller** whose command of interactive media elicits strong emotional, intellectual, and inspirational reactions that reward diverse audiences. The lead designer exploits multimedia to engage the senses in experiences that connect their audience to interpretive and editorial content.
- A **critical thinker** that can immerse themselves in complicated challenges, juggling content complexities, technology, and physical installation considerations, as well as client expectations and budget/schedule parameters, to author compelling concepts that define a strategic vision for their projects.
- A **calculating experience architect** that can orchestrate complex information, vast collections, layered stories, and diverse ideas into innovative yet intuitive content frameworks comprised of empowering interfaces.
- A **dazzling visual artist** whose command of typography, graphic design, color, and motion (bonus for physical design) establishes the emotional tenor of a project, paints the complexion of its interfaces, and brings clarity to complexity.
- A **playful experimenter** whose inventive exploration reveals realms of possibilities in the concepts they envision.
- A **practical, pragmatic innovator** whose solutions elicit responses that justify the effort and expense invested in their execution.
- A **self-directed leader** whose organization, project management, and communication inspire confidence.

This is an exceptional opportunity for a rewarding career to inform, inspire, educate, enchant, and entertain—as opposed to brand, market, and sell to—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.

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/>.