

Lead Interactive Media Designer

Second Story seeks a multi-talented individual that bridges interaction, motion, and environmental design to lead the creative execution of large-scale interactive media installations. This hybrid designer has a proven understanding of interaction beyond the Web where innovative technologies, non-traditional interfaces, and physical space converge to immerse visitors in memorable experiences. As a core part of a project team, the lead interactive media designer will define a project's creative trajectory from early strategy to the development of visual, physical, motion, and interaction design to implementation. The lead interactive media designer should be:

- Experienced creating **multi-user interfaces** that simultaneously engage individuals as well as groups.
- Capable designing experiences created in **diverse authoring environments** including Processing, VVVV, Open FrameWorks, and Max MSP that generate **real-time display of data and content**.
- Fluent with software that **communicates spatial and time-based concepts** and able to generate studies that inform physical and motion design.
- Experience designing within a **spectrum of hardware configurations** enabling non-traditional inputs, sensors, and multi-screen output.
- An **effective communicator** as they cultivate ongoing relationships with clients, they will have extensive ongoing collaborations with other designers, producers, developers, engineers, fabricators, and contractors, and they will lead production artists and junior designers.
- 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 complex challenges juggling content complexities, technology and physical installation considerations, 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, layered stories, and diverse ideas into innovative yet intuitive content frameworks comprised of empowering interfaces.
- 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 **playful experimenter** whose inventive exploration reveal realms of possibilities in the concepts they conceive of, a **practical, pragmatic innovator** whose solutions elicit responses that justify the effort and expense invested in their execution, and 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—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/>.