Research Assistant (UI/UX Designer) at Carleton Immersive Media Studio

Contact: Professor Stephen Fai  
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Number of positions: 1 full-time or 2 part-time  
Start date: September 8, 2020  

Background & Description of Organization:

Carleton Immersive Media Studio (CIMS) is a Carleton University Research Centre (CURC) affiliated with the Azrieli School of Architecture and Urbanism and the Department of Civil and Environmental Engineering. Our research addresses the development of hybrid workflows that both acknowledge the invisible measures of architecture and animate the visible world of construction. Our work uses established and emerging digital technologies to explore and support architectural rehabilitation, heritage conservation and built-asset management. We are advocates for the thoughtful and critical integration of computing and information technologies within existing cultural and disciplinary contexts — eschewing the evangelical rhetoric that often surrounds “the digital”. Over the past decade, CIMS has developed an international reputation — working with public, private, and not-for-profit partners — to create a culturally rich and diverse portfolio of projects. We are engaged in five streams of research: Digitization, Building Information Modelling (BIM), Simulation, Digitally Assisted Fabrication, and Digitally Assisted Storytelling. Information on past and current CIMS projects is available online at http://www.cims.carleton.ca.
Job Description: UI/UX Designer

The successful applicant will contribute to a team of software developers and architects to develop an innovative 3D mapping application. Collaboration with content teams will be expected for the development of compelling and innovative digital experiences that may include traditional web-based formats, augmented reality (AR), virtual reality (VR), and more. The successful applicant will create user interface assets, build prototypes, and conduct usability testing sessions.

Experience/Education

- Completed/enrolled in higher education related to digital design
  
  o I.e. Interactive Multimedia and Design, Human-Computer Interaction, Graphic Design

- Web design and development experience

Soft-Skills

- Communication skills with both non-programmers and programmers
- Ability to collaborate among multidisciplinary team members
- Ability to complete project deliverables in a timely manner
- Ability to work independently and in a team environment
- Ability to provide and receive constructive criticism
- Problem solving skills
- Ability to develop strategies and standards
- Willingness to learn new skills and technology

Technical Skills

- Knowledge of software design
- Experience using design software (i.e. Adobe Photoshop, Adobe Illustrator, etc)
- Experience using prototyping software (i.e. Adobe XD, ProtoPie, Figma)
- Demonstrated design skills
- Knowledge of prototyping concepts
- Knowledge of usability concepts and design principles
- Knowledge of responsive design
- Knowledge of user testing methods and HCI principles

**Additional Assets**

- Experience with front-end web development and design
- Knowledge of coding languages such as JavaScript
- Experience working with Agile methodologies

**Successful candidates selected for interviews will be expected to provide a portfolio of digital design work (preferably focused on web design). This can contain professional or educational examples.**