

New Media Exhibit Developer

Location: San Francisco, CA Department: New Media Exhibit Developers Type: Full Time Min. Experience: Mid Level

SUMMARY

New Media (NM) exhibit developers are the primary staff responsible for exhibit creation, from idea generation and concept development through design and implementation. Although exhibit ideas may come from many sources and fabrication may be accomplished in coordination with other staff, NM exhibit developers drive the process of transforming exhibit ideas into interactive, physical form using digital technologies. Exhibit development at the Exploratorium emphasizes iterative prototyping and incorporates input from outside advisors, public visitors, and project team members including project directors, other exhibit developers, graphic designers, writers, scientists, and evaluators. NM exhibit developers are also expected to collaborate on other types of experiences for visitors, including demonstrations and programs, to contribute to overall project and exhibition development, and to participate in developing proposals for new exhibits and exhibit areas. This position reports to the manager of the New Media Exhibit Developer group.

ESSENTIAL FUNCTIONS

- Execution:
 - Consistently deliver high-quality exhibit experiences across a number projects under the direction of project leadership; pursue best practices in all areas of exhibit creation.
 - Design screen-based and physical user interfaces.
 - Contribute to hardware and software platform decisions, program applications, and build circuits as appropriate for exhibits.
 - Scope work within time and budget parameters. Meet project milestone and final deadlines.
- Idea generation: reliably produce a wide variety of compelling and engaging exhibit ideas, interactions, and interface designs.
- Iteration: observe visitors and work with evaluators to iterate prototypes based on feedback.
- Documentation: document exhibits, demos, and source code according to standards set by the shop, new media group, and project leadership.
- Facilities Work/Institutional Support:
 - Contribute to general museum operations, including shop and/or lab maintenance, exhibit maintenance, material ordering and stocking, and equipment upkeep.
 - Assist other museum staff, visiting artists, and contractors in meeting new media hardware and coding standards and practices.
- Other duties as assigned.

MINIMUM QUALIFICATIONS

- BA/BS in a New Media field, Human-Computer Interaction or a combination of art/design and computer science or electrical engineering, or equivalent combination of education and experience.
- Basic experience in wood, metal, and/or plastic fabrication, or the desire and ability to learn as needed.
- Basic coding skill in Processing and Arduino or related code base; experience with some combination of Javascript, Java, and Max/MSP/Jitter preferred; experience with C++ frameworks and OpenGL a plus.
- Basic user interface, user experience, and interaction design skills; visual design skills a plus.
- Basic physical computing and circuitry skills.
- Experience applying user research or feedback in an iterative development process preferred.
- Experience exhibiting work in a public setting preferred.
- Comfortable taking direction and mentoring from senior shop staff, senior exhibit developers, graphics and editorial, and visitor research and evaluation.
- Strong interest in exhibit design and inquiry-based learning.
- Ability to collaborate as part of an effective team.
- Open-minded, able to fail and try again, observant and deeply curious.
- Ability to lift and carry up to 50 pounds short distances. Able to move from place to place; bend, stretch, grasp, reach, kneel and twist.

APPLICATION DEADLINE

This position is open until filled

HOW TO APPLY

This is a fixed-term (ends 4/30/2023), full-time (37.5 hours/week), non-exempt, union position that includes benefits. To apply, please visit the Exploratorium job page. Please, no phone calls in regards to this job.

The Exploratorium is proud to be an Equal Opportunity Employer and values diversity, inclusion and respect. We welcome and strongly encourage applicants from all backgrounds. All qualified applicants will receive consideration for employment.

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Works Cited

“New Media Exhibit Developer (2021).” *Exploratorium*, 3 Dec. 2021,
<https://www.exploratorium.edu/about/jobs/current-openings>