
Invisible Arts Network

Open Call for Artist-in-Residence

Creative Technologist/Digital Artist Position

9-month Contract

Part-time, 3 days a week.

Rural Media are recruiting for a Creative Technologist/Digital Artist to join their Creative Team.

Rural Media, an Arts Council England National Portfolio Organisation is looking for a digital technologist able to compliment a strong film-making team in the development of some upcoming projects.

Rural Media are a Hereford-based production charity and production company producing award-winning films and digital arts projects. Founded over 25 years ago, we have a reputation, locally and nationally for telling powerful stories from unheard voices and nurturing creative talent. Rural Media Charity works with communities, schools, groups and individuals to create issue-driven films, heritage and digital arts projects that raise awareness, influence change and celebrate rural life. We've produced exceptional work for the BBC, BFI, Channel 4, national trusts and foundations, the Welsh Assembly, local authorities, Hay Festival and more, and we're now looking to expand our digital arts NPO bran, the Invisible Arts Network (IAN).

The selected applicant will be joining an established team of 14. Built to deliver high-quality ideas and generate projects from upcoming local talent, we are seeking to appoint an artist who can help innovate traditional art practice into non-linear storytelling and sensory experiences. You should have experience in digital design, coding, development and also knowledge of working on projects utilising AR/VR, mobile, web, interactive experiences and prototyping installations for public intervention. Key questions include "How does disruptive digital work function in a rural environment?" and "What does 'rural' mean in a digital context?"

As a Creative Technologist you will be expected to work directly with a range of IAN members to visualise ideas through emerging digital technologies, both pitching new ideas on how to develop projects and taking a didactic approach to project brief development. You will be coming up with new concepts and brainstorming ideas, ideally with experience in dissecting newer technologies and interfaces. Working with clients to utilise these technologies to engage with contributing creatives, you should have experience in development and design so that you can articulate concepts through to realisation with both internal and external partners, including managing expectation about what can be delivered and any potential limitations that technology brings, both financially and in execution. You will be directly involved with some hands-on development.

Essential Requirements

- A portfolio of work/projects
- 2+ years' experience in hands-on development in Unity & C#/C++
- Experience with cross-platform development
- Exceptional strong communication skills
- Ability to support, direct and progress with strong creative and innovative concepts/ideas to tight deadlines and time constraints
- Able to manage multiple projects and deadlines

Desired Skills

- Developing for AR/VR (Oculus/Vive, Gear VR/Go and other VR Platforms)
- Developing for AR and Mixed Reality Platforms (Vuforia, ARCore, ARKit, Unity AR Foundation) to create interactive apps/websites
- Game development experience – Unity, Blender, Unreal Engine or other
- Knowledge of cross-platform development– (Windows/Android/iOS/WebGL)
- Being able to write strong, reliable and reusable code
- Prototyping apps and programmes for displaying content
- WebGL/3D animation

If you are a creative technologist/artist or developer who is used to working with newer technologies, please submit your CV and a covering letter to info@ruralmedia.co.uk.