

PERSON SPECIFICATION

Details on the qualifications, experience, skills, knowledge and abilities that are needed to fulfil this role are set out below.

Job Title: Creative Technologist

Department: Electronic Engineering

	Essential	Desirable	Tested by Application Form/Interview/Test
<p>Knowledge, Education, Qualifications and Training</p> <p>3years+ of creative industries experience working with immersive technologies or similar OR educated to PhD level in a relevant field (e.g. Electronic Engineering, Computer Science, Media and Communications)</p> <p>Immersive engineering expertise with a preference for audio (e.g. proven experience in one or more of the following: ambi-sonic or binaural sound recording and rendering, spatial sound design, object-based media)</p> <p>Experience implementing immersive technology solutions for creative and/or research projects</p> <p>Trained in qualitative and quantitative research methods</p>	<p>x</p> <p>x</p> <p>x</p>	 <p>x</p>	<p><i>Application form</i></p> <p>Application Form/Interview/Prese ntation</p> <p>Application Form/Interview/Prese ntation</p>
<p>Skills and Abilities</p> <p>Developing record of immersive productions (e.g. software, hardware or content experiences) OR developing record of quality publications in journals or academic press</p> <p>Ability to develop research projects from ethical approval to publication of data, including working with confidential data</p>	<p>x</p>	<p>x</p>	<p>Application Form</p> <p>Application Form</p>

Experience of working with production companies or other creative development teams		x	Application Form
Skilled in use of a game engine such as Unity or Unreal to create or adapt immersive content experiences		x	Application Form/Interview/Presentation
Experience using one or more advanced sensory immersion technologies, such as enhanced immersive/spatial audio techniques, haptic technologies, or olfactory technology		x	Application Form/Interview.
Developing record of immersive productions (e.g. software, hardware or content experiences) OR developing record of quality publications in journals or academic press	x		Application Form
Experience			
Knowledge of current and potential future immersive technologies (i.e. VR/AR and associated technology) including an awareness of cutting-edge emerging sensory technologies including sound, haptic, olfactory technologies	x		Interview/Presentation
Ability to manage own training, research and administrative duties.	x		Application Form/Interview
Writing skills for industry audiences, academia, online, social media	x		Interview/Presentation
Experience of working with creative companies/creative development teams in a professional and/or research capacity		x	Application Form/Presentation/interview
Other requirements			
Excellent interpersonal skills, including ability to build relationships and collaborate with relevant media industries	x		Interview
Ability to work collaboratively as part of a team and work flexibly across a range of different work environments spanning industry and academia	x		Interview/Presentation
Excellent organizational skills and ability to meet short deadlines	x		Interview