

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 Technology Researcher

**Department: Centre for Digital Creativity /
Electronic Engineering**

	Essential	Desirable	Tested by Application Form/Interview/Test
<p>Knowledge, Education, Qualifications and Training</p> <p>3years+ of software development experience or similar OR educated to PhD level in a relevant field (e.g. Electronic Engineering, Computer Science,)</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). Please detail.</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>Application form</p> <p>Application Form/Interview/Presentation</p> <p>Application Form/Interview/Presentation</p>
<p>Skills and Abilities</p> <p>Developing record of software development (e.g. contribution to opensource software – please provide links to some of your contributions) 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>Interview</p>

<p>Skilled in use of a game engine such as Unity or Unreal to create or adapt immersive content experiences</p>		x	Application Form/Interview/Presentation
<p>Experience using one or more advanced sensory immersion technologies, such as enhanced immersive/spatial audio techniques, haptic technologies, or olfactory technology</p>		x	Application Form/Interview.
<p>Experience</p> <p>Writing skills for industry audiences, academia, online, social media</p> <p>Experience of working with creative companies/creative development teams in a professional and/or research capacity</p>	x		Interview/Presentation Presentation/interview
<p>Other requirements</p> <p>Excellent interpersonal skills, including ability to build relationships and collaborate with relevant media industries</p> <p>Ability to manage own workload and work collaboratively as part of a team and work flexibly across a range of different work environments spanning industry and academia</p> <p>Excellent organizational skills and ability to meet short deadlines</p>	x x x		Interview Interview/Presentation Interview