Start VR

UX/UI Designer / Full Time / Paid
Sydney NSW AU

https://startvr.co

Designing user experiences and interfaces for the next frontier in computing and communications: Extended Reality (Virtual, Augmented and Mixed Reality). The role will see you design, prototype and create interfaces for navigating and controlling spatial experiences.

Role Details

Start VR is a hyper-creative, inventive, daring and in-demand virtual reality content studio and production company, and we're on a quest for a super talented VR UI Designer / Art Director with experience & passion for immersive, interactive and cinematic VR.

The successful applicant will demonstrate high calibre user interface design across mobile, web and preferably virtual reality. You have a compelling design portfolio that gives people goosebumps, you have an eye for detail and nuance, you have bold ideas about design, user interaction and the future of technological interfaces, but you're also practical about deadlines, interaction flows and strive to create experiences that are intuitive and inspirational.

If you are passionate about creating engaging & immersive user experiences, excited to solve tough problems, are candid, collaborative, and a quality communicator, have a good balance of analytical and highly creative ideas, we want you to join us to help bring our VR experiences to life!

SPECIFIC DUTIES:
Produce intuitive and compelling User Interface design

concepts and media components for Virtual Reality devices
Execute interaction design and visual design as a part of a multi-disciplinary team
Actively test new ideas, designs and concepts in VR
Work with team to document best practices pertaining to VR
Combine UI and aesthetic (art) skills to develop useful (functional) and likeable interfaces while optimising intuitiveness, effectiveness and efficiency in user performance
Drive improvements in usability and interactivity
Research technology, interface and interaction design trends
Ensure interface and aesthetic consistency across all platforms
Able to identify and address UX needs

Skill/Attributes Required

JOB REQUIREMENTS
Relevant degree, or equivalent in experience in interaction design, new media design or related design field [Essential]
VR and/or game development experience is a must [Essential]
Strong working knowledge of Photoshop, Sketch, After Effects, Illustrator, Maya and associated design, environment and creative tools [Essential]
Strong conceptualisation ability and visual communication abilities [Essential]
Exceptional design skills, production values and attention to detail [Essential]
Ability to create wireframes, visual design compositions and working prototypes [Essential]
Demonstrable experience working with both creative and technical teams to take projects from concept to delivery [Essential]
Design of web applications that leverage emergent technologies, consumer electronics and/or mobile devices is highly
3D modelling, rendering, animation, 360° video capture &

stitching experience
Familiarity with Unity and Unreal Engine
Motion graphics design and production experience a bonus
Understanding of Agile software development practices
Experience in a fast-paced and innovative startup environment
Strong written and verbal communication skills
Resume and portfolio demonstrating experience in graphic design, interfaces, layouts and user experience [Essential]

Apply/Respond by:
11/10/2019

Send: Folio

You must be an Australian resident as we are unable to sponsor any positions at this time. Your portfolio needs to show that you have a keen eye for UX & UI design.

careers@startvr.co

https://www.shillingtoneducation.com/blog/start-vr/