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AMERICAN MUSEUM OF NATURAL HISTORY
An Equal Opportunity Employer

NOTICE OF JOB OPENING

Date: 11/8/2011

Job Title: System Designer IT, Exhibition Interactives & Media

Number of Openings: 1

Duties & Responsibilities:

The IT System Designer is responsible for supporting the rest of the team by designing, estimating, prototyping, programming, documenting, and managing the purchase and installation of media content, software licenses and equipment in the department and behind the exhibits. IT components include human interfaces, computers (both PC and MAC, from arduinos to shuttles), servers, networks, VNC and others. IT System Designers are expected to program innovative solutions for back-end department management and for remote exhibition monitoring or connectivity. A broad array of programming knowledge would be a plus. Shared responsibilities also include the organization, maintenance and backup of digital information created in EM&I plus the management of all software licenses (for both the department and the exhibitions). The System Designer is also responsible for the support of traveling exhibitions during translation and installation. The most important responsibility of the IT System Designer is to bring innovative designs that provide creative interactive solutions, in a stable, secure, organized and affordable way.

Depending on personal skills, the System Designer may play a role of Media Producer and be responsible for the research, conceptualization, development, design, prototyping, production, documentation, archival and evaluation of assigned pieces in various formats (video, computer based and hand-on interactives, depending on the skill set); assist other Media Producers in the development and production of their pieces, when special skills are required (ex. videotaping, editing, animating, graphic designing, programming, etc.). System Designers are responsible for managing: IT project schedules, budgets, meetings and the installation of exhibition media and equipment, internally and with other departments and external vendors.

Qualifications:

Four year technology based degree or equivalent industry certification and experience; Hardware

- PC and Mac computer configuration and maintenance
- Roku media players
- Arduino microcontrollers
- Custom device prototyping and fabrication process (i.e., from breadboard to PCB)
- Touchscreens (especially Elo)
- Network and WiFi configuration

- UPS configuration and maintenance
 - Whatever other hardware and peripherals become necessary (Vacuum Fluorescent Displays, DACs hooked up to seismographs, etc.)
 - Software
 - Operating Systems
 - WinXP & 7
 - OS X (10.2-latest)
 - Linux (Ubuntu, Knoppix, and other Debian derivatives)
 - Solaris
 - Languages
 - Arduino
 - Processing
 - Python
 - C/C++
 - Java
 - Ruby
 - Databases (esp. Sqlite3)
 - System imaging software, especially Acronis TrueImage but also Norton Ghost and SuperDuper, CarbonCopy Cloner
 - Ability to troubleshoot software problems, to distinguish between hardware and software problems, and to find creative solutions
 - Eagle CAD
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 - General
 - Quick learning and troubleshooting of unfamiliar devices
 - Ability to anticipate long-term issues for long-life hardware, plan for replacement
 - Commitment to thorough documentation
 - Knowledge of software design process and ability to write software specs
 - Server administration skills as required for exhibitions
 - Ability to focus clearly and improvise during a crisis
 - Ability to listen to and speak to people on their level of technical expertise
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- Knowledge of computer hardware.
 - Ability to spec and build systems.
 - Experience with a wide range of new and legacy systems.
 - Ability to troubleshoot hardware failures as well as distinguish between hardware and software issues.
 - Ability to anticipate hardware failures and design for robustness.
 - Ability to design systems for long life-cycle and plan for replacibility.
 - Interest in new hardware and ability to see it's potential for exhibitions.
 - Ability to troubleshoot software failures.
 - Knowledge of software design process and ability to write software specs.

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- Ability to anticipate software failures and design to minimize them.
- Knowledge of software installation and deployment.
- Ability to plan for long software life-cycle and to look forward to replaceability.
- Interest in new software and it's potential for exhibitions.
- Knowledge of computer networking (at least as it applies to our exhibitions).
- Server administration skills as required for exhibitions (both to support the exhibition team as well as administer in-gallery systems)

Salary: Commensurate with experience

Hours: 35 hours/week

In house applicants are to send applications to mediarecruiting@amnh.org

This notice is effective through 04/01/2012