United States Jobs Expertini®

XR Multimedia Specialist

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Company: Leidos

Location: Cabin John

Category: other-general

Description

Leidos is looking for an TS/SCI cleared with polygraph XR Multimedia Specialist to design highend multimedia products (animations, visuals, interactive media, 3D art/animations/models) for a customer providing online and blended learning modules, creating engaging interactive classroom teaching tools, and developing other unique instruction products using a combination of authoring tools. The successful candidate should be a graphic artist and/or animator who is well-versed in the use of 3D and/or AR/VR authoring and development tools and should have experience developing engaging products with a focus on effective user interface and engaging user experience design. The position works closely with other developers, instruction designers, and instructors to develop products which incorporate sound adult learning principles, implement techniques that engage the learning, and are globally accessible through a variety of modalities and delivery methods. The designer may be tasked to provide graphic support or interactivity to other projects developed by team members, as well as design and build models or games for use in the classroom. The XR Multimedia Specialist is expected to implement designs for several delivery platforms including, but not limited to: AR/VR platforms, game engine platforms (like Unity or Unreal Engine), websites, mobile devices, print media, classroom media, and enterprise learning management systems.

Primary Responsibilities

Work as part of a team to develop creative and engaging interactive media in support of learning projects.

Design and develop engaging visuals, graphics, XR content, and animations (2D and 3D).

Provide design support to a variety of tasks, including stand-alone graphics, graphics and animations for videos, website design, print products, web banners, and ad hoc media requests.

Develop and/or assist with the development of e-learning courses in conjunction with instructional designers and instructors using content delivery tools like Moodle and other similar platforms.

Collaborate cross-functionally with other team members to accomplish tasks and complete projects.

Work with customer to coordinate resources, prioritize activities, and ensure quality and timely products.

Utilize project tracking tools and weekly meetings to track, communicate, and manage all tasks and projects to ensure all assigned tasks are completed or before the established due date.

Communication and promote effective use of new and current technologies to the customer.

Analyze project options and provide recommendations to address physical and security constraints.

Make equipment and software recommendations based on industry best practices and in accordance with customer policies and procedures.

Maintain credentials as required.

Archive final projects in accordance with office designated standards.

Adhere to customer security policies and procedures regarding the use of systems, equipment, facilities, and infrastructure.

Execute diplomacy working with various levels of team members, manages, and customer to identify requirements and develop action plans.

Basic Qualifications

Bachelor's Degree in graphic design, visual design, animation, industrial design, fine arts, or related field.

At least twelve years of related job experience. An additional 5 years of experience may be substituted in lieu of degree.

Experience using gaming engines to build 3D models and environments.

Minimum of five (5) years of recent interactive multimedia development / design / programming experience.

Experience using a diverse range of multimedia, electronic authoring and development tools, software, and platforms for the delivery of products such as Unity, Unreal Engine, Blender, Moodle, Lectora, InDesign, Illustrator, Photoshop, Dreamweaver, Captivate, Camtasia, or HTML5.

Experience designing in and integrating elements from the Adobe Creative Suite or other compositing packages.

Strong visual design including use of lighting, composition, and color.

Experience designing products and applications, including 2D and 3D animations, ideally for a learning environment.

Experience developing mock ups, user flows, storyboards, and prototypes to effectively communicate web design.

Experience generating cohesive, desirable UI/UX design, based on holistic consideration of the users including adherence to accessible design principles.

Experience utilizing project tracking mechanisms to communicate, coordinate, prioritize, and complete projects on schedule.

Ability to work across multidisciplinary teams.

Experience with PowerPoint, Word, and Microsoft Office Suite.

Preferred Qualifications

Experience designing, drafting, planning, and producing designs for instructional programs, videos, multimedia, e-learning and other print, electronic, and multimedia materials independently and with input from subject matter experts.

Experience developing special applications such as interactive media and web design, ideally for a learning environment.

Experience with mobile device app develop or willingness to learn.

Familiarity with copyright and ADA compliance regulations.

Experience building training products.

Experience using content management systems and learning management systems.

Original Posting Date:

While subject to change based on business needs, Leidos reasonably anticipates that this job requisition will remain open for at least 3 days with an anticipated close date of no earlier than 3 days after the original posting date as listed above.

Pay Range:

98,150.00 - \$177,425.00

The Leidos pay range for this job level is a general guideline only and not a guarantee of compensation or salary. Additional factors considered in extending an offer include (but are not limited to) responsibilities of the job, education, experience, knowledge, skills, and abilities, as well as internal equity, alignment with market data, applicable bargaining agreement (if any), or other law.

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