



Seeking UI/Graphics Engineers, Interns, and Designers

Singapore Management University is seeking multiple research engineers, graduate interns, and designers for its Animation Sketching Project. Animation Sketching is a new prototyping approach in which rough animations are sketched out with a pen in minutes or seconds. It is ideal for professionals who want to evaluate many ideas quickly or for novices who want an easy way to get started with animation. We are seeking talented and motivated people to help us bring our current software development efforts to completion. For more details please contact Richard C. Davis (rcdavis@smu.edu.sg) or see www.k-sketch.org.

Research Engineer/Intern (User Interface)

Responsibilities:

- Develop custom timeline and menu controls
- Develop a custom control for navigating between animation scenes
- Tune the interface for three styles of input: pen, mouse, and multi-touch
- Assist in testing and deployment of the software

Requirements:

- Bachelor's or Master's degree in Computer Science or a related discipline
- Strong user interface programming background in Flex (preferred), Java, or C#
- Strong English communication skills and ability to work on a team
- Experience developing custom controls and direct manipulation interfaces is desirable
- Successful candidate will be required to undertake a 1-year contract with SMU; contract extension of another year is subject to review at the end of the first year.

Research Engineer/Intern (Graphics)

Responsibilities:

- Convert hand-drawn polylines to more efficient curve representations
- Add photo capture and clean-up capabilities
- Add animated deformation capabilities
- Assist in testing, and deployment of the software

Requirements:

- Bachelor's or Master's degree in Computer Science or a related discipline
- Strong programming background in Flex (preferred), Java, or C#
- Strong understanding of Computer Graphics and Linear Algebra
- Strong English communication skills and ability to work on a team
- An understanding of parametric curve representations is desirable
- Successful candidate will be required to undertake a 1-year contract with SMU; contract extension of another year is subject to review at the end of the first year.

Graphic Designer

Responsibilities:

- Design layouts for software controls and dialog boxes
- Design project web site
- Define a visual style for software documentation

Requirements:

- 3 years professional experience or a Bachelor's degree in Fine Arts for some visual medium
- Additional training in interactive digital media is desirable
- Experience with animation or cartooning is desirable
- This position is available on a part-time basis

Illustrator

Responsibilities:

- Create illustrations for software icons and controls
- Illustrate software documentation and project web sites

Requirements:

- 3 years professional experience or a Bachelor's degree in Fine Arts for some visual medium
- This position is available on a part-time basis

Singapore Management University is a place where high-level professionalism blends together with a healthy informality. The 'family-like' atmosphere among the SMU community fosters a culture where employees work, plan, organize and play together – building a strong collegiality and morale within the university.

Our commitment to attract and retain talent is ongoing. We offer attractive benefits and welfare; competitive compensation packages; and generous professional development opportunities – all to meet the work-life needs of our staff. No wonder, then, that SMU continues to be given numerous awards and recognition for its human resource excellence