UNIVERSITY OF SUSSEX

1   Advertisement

Post Title: Production Assistant and Developer
School/department: School of Engineering and Informatics, Informatics
Hours: full time or part time hours considered up to a maximum of 36.5 hours per week
Requests for flexible working options will be considered (subject to business need).
Contract: Fixed term for 12 months
Reference: 2345
Salary: starting at £25,941 and rising to £30,046 per annum, pro rata
Placed on: 9 October 2019
Closing date: 16 October 2019.   Applications must be received by midnight of the closing date.

The School of Engineering and Informatics at the University of Sussex wishes to appoint a fixed term Production Assistant and Developer to work in the Department of Informatics. You will be contributing to exciting new developments using the latest technologies within television broadcast production.

Your role will include systems development working with graphics APIs (e.g. OpenGL, WebGL), macOS, iOS and iPadOS software development for mobile and desktop, broadcast systems development and operation, asset management and workflow development. You will also be working with HTML5 rendering frameworks (e.g. Chromium Embedded Framework).

Successful candidates will have as a minimum a first degree in a computer science or related area, ideally with programming experience around graphics and app development. You will be appointed within the Department of Informatics, working with the Media Technology team lead by Dr Phil Watten. You will be expected to pursue project based research goals and actively contribute to project deliverables. You should also have good organisational and good interpersonal skills, and collaboration with other researchers is essential.

Applications should be accompanied by a full CV, and statements of future research plans and ways in which the applicant could contribute to teaching across the School.

Informal enquiries may be addressed to Dr Phil Watten, Media Technology Manager, at p.l.watten@sussex.ac.uk

For full details and how to apply see our vacancies page

The University of Sussex values the diversity of its staff and students and we welcome applicants from all backgrounds.

## 2.	The School of Engineering and Informatics

The School of Engineering and Informatics covers the disciplines of computer, electrical and electronic engineering, mechanical, and automotive engineering, product design, digital media, computer science and informatics.

Distinctive characteristics of the School are: creativity, interdisciplinarity, strong links with industry, and an international outlook in both research and teaching. £10m (£4.9m from HEFCE) has been invested in a new Future Technologies Laboratory as a result of a 60% surge in applications for the School's degrees.

The School offers a range of undergraduate and postgraduate degrees in its areas of expertise, often in collaboration with other schools at Sussex, to create a distinctive focus which addresses the needs of industry, commerce and society. Examples include joint degrees with the MSc in Artificial Intelligence and Adaptive Systems (AIAS) which includes modules from the Schools of Engineering and Informatics and Psychology; and the MScs in Engineering Business Management, and Management of Information Technology, which were developed in collaboration with the School of Business, Management and Economics.

This interdisciplinary approach also applies to our research, with current and recent externally funded projects with researchers in a wide range of other subject areas including: geomorphology, media practice, medical imaging, neuroscience, anthropology, English literature, epidemiology, geography, international development, mathematics, psychiatry, psychology and sociology.

The School has strong links with industry, and has an established Strategic Advisory Board. Innovative research across the School has led to a number of patents which are being commercialised including: novel electric potential sensors (EPS) licensed to Plessey Semiconductors and marketed as the EPIC sensor chip; and University spin-out companies, including InCrowd Sports, which is deploying delay-tolerant networking to provide smartphone connectivity in large crowds, and TexRAD, which has developed software for the analysis of medical images and has recently demonstrated the ability to detect brain texture anomalies in Asperger's Syndrome patients. These developments are supported by the University's Enterprise fund. The EPS sensor technology was awarded the IET Innovation award for 'Measurement in Action', and shortlisted for two other IET categories and for a THES award.

The School is, for administrative purposes, comprised of two departments: the *Department of Informatics* and the *Department of Engineering and Design*. Staff teach across the School, and undertake research on cross-School, as well as cross-University projects.

In addition, there is a School-wide research group in **Creative Technology**. The Group brings together a number of academics working in the areas of human-centred technology, product design, experience design, tangible and physical computing, games, digital media, digital cultural heritage, child-computer interaction, novel interfaces, animal-computer interaction, broadcast technologies and social innovation.

### 3.1	Department of Engineering and Design

The Department of Engineering and Design has a strong reputation for excellence in research and teaching. Its research outputs were rated as 88%, and impact as 90% 4*/3* (world-leading/internationally excellent) in the REF 2014.

The Department's students won the automotive category of the Telegraph UK STEM Awards 2014 sponsored by McLaren Group (link to video).

Research activity is focused on mechanical engineering (turbomachinery, dynamics and control, and tribology); and electronic engineering (sensor technology, image and signal processing, and mobile digital communications). There are strong collaborations with industry, including Jaguar Land Rover, General Electric, Plessey Semiconductors and Meggitt Sensing Systems.

The Department's research is organised into six groups:

- Dynamics, Control and Vehicle Research Group (www.sussex.ac.uk/dcv)

- Industrial Informatics and Signal Processing Research Group (http://www.sussex.ac.uk/iisp/)

- Sensor Technology Research Centre (www.sussex.ac.uk/strc/)

- Thermo-Fluid Mechanics Research Centre (http://www.sussex.ac.uk/tfmrc/)

- Centre for Advanced Communications, Mobile Technology and IoT

- Space Research Group

The Department currently has 665 undergraduate students, 63 taught postgraduate students, and 39 postgraduate research students.

The Department's undergraduate courses, all of which are accredited and have an industrial placement year option, include:

MEng (Hons) / BEng (Hons) Automotive Engineering
MEng (Hons) / BEng (Hons) Electrical and Electronic Engineering
MEng (Hons) / BEng (Hons) Mechanical Engineering
BSc (Hons) Product Design.
Both Electrical and Mechanical Engineering can be taken with a Robotics minor.

The Department's masters level courses, the majority of which are also accredited, are in the process of being reviewed as part of a cross-School process. Courses currently include:

MSc Advanced Mechanical Engineering
MSc 5G Mobile Communications and Intelligent Embedded Systems
MSc Digital Signal and Image Processing
MSc Robotics and Autonomous Systems
MSc Engineering Business Management

Detailed information about the Department can be found at *www.sussex.ac.uk/engineering*

3.2   Department of Informatics

The Department of Informatics is highly rated for its teaching and research. Its researchers work in an environment that was deemed to be wholly 4*/3* (world-leading/ internationally excellent) in the REF 2014.

The Department maintains a strong emphasis on interdisciplinary teaching and research, and has substantive links with almost all other Schools of study at Sussex. Its research spans the theoretical and applied.

The Department's research is organised into three groups:

- Data Science (www.sussex.ac.uk/calps/)

- Evolutionary and Adaptive Systems (www.sussex.ac.uk/easy/)
- Foundations of Software Systems (www.sussex.ac.uk/foss/),

and also plays leading roles in cross-disciplinary research centres:

- Sackler Centre for Consciousness Science (www.sussex.ac.uk/sackler/)
- Centre for Computational Neuroscience and Robotics (CCNR) (www.sussex.ac.uk/ccnr/)
- Centre for Cognitive Science (COGS) (www.sussex.ac.uk/cogs/)
- Sussex Humanities Lab (www.sussex.ac.uk/shl/)
- Sussex Neuroscience (www.sussex.ac.uk/sussexneuroscience/).

The Department has long-standing collaborations with a range of external organisations including Animazoo, the Clinical Practice Research Datalink, and American Express, which has sponsored over 120 MSc students in Informatics over the past 10 years.

The Department currently has 596 undergraduates, 71 taught postgraduates, and 62 doctoral students. Undergraduate courses that are accredited by the relevant professional institutions where appropriate, and have an industrial placement year option, include:

MComp (Hons) / BSc (Hons) Computer Science
BSc (Hons) Computer Science and Artificial Intelligence
BSc (Hons) Computing for Business and Management
BSc (Hons) Computing for Digital Media
BSc (Hons) Games and Multimedia Environments

The Department's masters level courses currently include:

MSc Advanced Computer Science
MSc Computing with Digital Media
MSc Artificial Intelligence and Adaptive Systems
MSc Information Technology with Business and Management
MSc Management of Information Technology.

Detailed information about the Department can be found at *www.sussex.ac.uk/informatics*

3.   Job Description

Job Description for the post of: **Production Assistant and Developer**

Department: Informatics

School: Engineering and Informatics

Location: Falmer Campus

Grade: 5

Responsible to: Media Technology Manager

Responsible for: N/A

To provide effective and efficient creative and technical production assistance and software development for the Media Technology Lab. Working in the Media Technology Laboratory and associated facilities, on one or more projects, under the direction of management.

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4.   Person Specification

KEY RESPONSIBILITIES

1. Provide effective and efficient creative and technical production assistance and software development for the Media Technology Lab and associated projects by developing broadcast technologies and production software under the direction of a project lead.

2. Adhering to safe working practices in line with relevant local and legal requirements

3. Undertake personal development activities where necessary in order to keep knowledge and skills up to date and relevant to subject specialism. Apply working knowledge of theory and practice, and share this with others as appropriate.

4. Assist with the planning and organisation of agile software development by keeping logs and maintaining planning documentation.

5. Write, maintain and test code for applications and platforms.

6. Adhere to documented internal coding standards

7. Provide guidance to other staff and students in the techniques and operation of particular equipment, apparatus or software framework as directed by the supervisor.

8. Assist in the maintenance and organisation of data and media resources by organising server-based data, ensuring code is version controlled and stored in cloud repositories.

9. Maintain the required level of tidiness and ensure that equipment is stored correctly and securely.

10. Handle confidential information appropriately.

11. Carry out any other reasonable request of management.

ESSENTIAL CRITERIA

1. Proven ability to work independently and use initiative where appropriate.
2. Demonstrable programming skills – OpenGL, WebGL or METAL, Swift, Java, Javascript and other associated web technologies.
3. An understanding of HTML5 rendering frameworks (e.g. Chromium Embedded Framework)
4. Demonstrable understanding of software engineering and design patterns.
5. Demonstrable understanding of broadcast/graphics related software packages such as Final Cut Pro X, Adobe Premiere Pro, Adobe Photoshop.
6. Competent in using Mac and Linux based computing equipment for production and post production.
7. Numerate and literate with good oral and written English communication skills.
8. Good organisational skills with an ability to prioritise to meet set deadlines.
9. Have sufficient knowledge and/or expertise to work on day to day issues in own area without direct or continuous reference to others.
10. Understanding of User Experience
11. Relevant experience within a video production and media technologies
12. Experience of producing video content with animated components

The University is committed to equality and valuing diversity, and applications are particularly welcomed from women and black and minority ethnic candidates, who are under-represented in academic posts in Science, Technology, Engineering, Medicine and Mathematics (STEMM) at Sussex.