IRLTech

IRLTech seeks to interface our real world with software. Potential projects include scanners to scan student id’s for quick pass creation/ending, NFC enabled pogs for games that track stats, and computer vision to see and identify pogs to interface real life games with the internet.

All applicants must be willing to self-teach. Skills in this company are outside of the normal scope for this clas, but are appropriate for students of this grade level.

# Hardware Developer

Hardware Developer will experiment with and design hardware that can capture information and send it back to a computer for processing. They will work with the Interface and API developer to make it useful for other applications. Potential applicants should have experience with or a willingness to self-teach the following:

* barcode scanners and/or NFC
* Arduino and/or other microcontroller platforms

# Interface and API Developer

Interface and API Developer takes data collected from the hardware developed by the Hardware Developer and turns it into usable signals for other applications.

Potential applicants should have experience with or a willingness to self-teach the following:

* serial protocols and interfacing
* Nodejs and ExpressJS
* REST APIs

# Computer Vision Engineer

Computer Vision Engineer will use webcams to identify pogs using computer vision technologies. Will work with the Interface Developer to make useful data. Potential applicants should have experience with or a willingness to self-teach the following:

* computer vision

Jukebar

Develop an application that users can log into, and with the appropriate class permissions, either play sounds from a list of preinstalled sounds, play the audio from a youtube video, or control a spotify account remotely.

# Frontend Developer

Frontend developer works with the backend developer and archivist to create a user-friendly interface online for navigating the service. Potential applicants should have experience with or a willingness to self-teach the following:

* EJS templates
* Working with Javascript in the browser
* Extensive experience with CSS for interface styling
* Websockets

# Backend Developer

Backend Developer handles user requests for information and retrieving information from the database, along with application functionality. Potential applicants should have experience with or a willingness to self-teach the following:

* SQLite3
* Nodejs and ExpressJS
* Websockets

# API Specialist

API Specialist works with Formbar and other 3rd party APIs (such as Youtube and Spotify) to integrate functions from those applications into Jukebar

Potential applicants should have experience with or a willingness to self-teach the following:

* REST APIs
* Formbar Oauth
* Javascript Libraries

Within Our Premises / Pokepucks

Create an Among Us Augmented Reality Game OR a Pokepucks online game.

***THIS IS TWO SEPARATE COMPANIES, BUT THE DESCRIPTION FOR BOTH IS THE SAME!***

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# Game Design Specialist

In addition to helping complete the duties of the other developers, Game Design Specialists design, review and balance elements of the game experience and create algorithms accordingly.

Potential applicants should have experience with or a willingness to self-teach the following:

* Algorithmic Design
* Project Management

Applying for a Position

* Create a resume, portfolio, and cover letter
* Email them to [csmith@ytech.edu](mailto:csmith@ytech.edu)
  + You may use your email as your cover letter
  + Be specific about which position(s) you are applying for, why you want them, and why you are qualified for them.
* Unserious or humorous applications will not be considered
* The same way your boss does not pay you to fill out applications for other jobs, applying for this job should be done on your own time.