

FARMBOY FINE ARTS

rural roots for urban design



Employment Opportunity for **Software Developer & Researcher**

Farmboy Fine Arts (FBFA) is an integrated contemporary art and design company that develops custom site-specific artwork and design objects for clients around the globe, primarily in the hospitality industry. We are seeking a **talented software developer and system architect to join our new interdisciplinary research project** at our spacious studio in downtown Vancouver. Find out more about us at www.farmboyfinearts.com.

Job Description

FBFA is building its in-house team for strategic really cool research and development initiatives. The ideal candidate for this position has solid experience in industry-based software development as well as in applied research exploring knowledge-based applications for digital media and art production tools. You will participate as a key member of a multi-disciplinary team with other technical and design personnel when the new development project ramps up in September 2010.

Responsibilities

You will be the software engineering lead on the project, working with FBFA artists, management and research partners. Your responsibilities include:

- Analysis and investigation, assisting in the evaluation of potential approaches and solutions related to enhancing our art creation and production processes
- System design and architecture
- Agile-based implementation of production software application and tools from design specs to testing, in collaboration with artists and other stakeholders
- Investigation of applicable AI and knowledge-based techniques
- Producing high quality code; striving for innovation and excellence
- Keeping up-to-date on software engineering practices and resources including open source technologies
- Clear communication and being open to contributions from all team members. You can work independently and in a team environment.
- Providing clever ideas, and perhaps witty conversation. 😊

Specific Skills

- At least 3-5 years industry experience in software development, including systems design and architecture
- Required skills in **ASP.NET, Javascript, JQuery, CSS/HTML, SQL and web services**. Ideally also in databases, metadata mining, image analysis & search.
- Experience programming knowledge-based applications and or rule engines
- Other expertise in programming and web-based technologies valuable
- Technical experience working with art creation and production pipelines a plus
- Working knowledge of art creation and production tools including Adobe Creative Suite, and particularly Photoshop, Illustrator and InDesign
- Familiarity with After Effects, Flash and CAD tools e.g. Vector Works or AutoCAD
- Research skills, analytical and able to see simplicity in complex issues
- Superb ability to prioritize, multi-task, and self-manage to meet project deadlines
- Excellent interpersonal and communication skills
- Enjoys a fast paced work environment

Education

- Undergraduate degree or equivalent in Computer Science, Software Engineering or Electrical Engineering with software development concentration. Coursework in AI, image analysis and processing, and or multimedia beneficial.
- Related graduate degree(s) is a bonus.

Start date & Other Goodies

- Start date in September, ideally mid September
- Full-time position, competitive compensation
- Fantastic working environment

To Apply:

Send an email to smah@farmboyfinearts.com

Include the following:

- A cover letter or intro paragraph
- your resume
- if available, web link(s) to your software development projects

DEADLINE: September 10th 2010 or until position is filled.

FBFA is consistently recognized as one of the most innovative design firms and art providers in the industry. If you are self-motivated, have killer skills and want to work in an inspiring environment, be sure to contact us!



Farmboy Fine Arts Inc. • rural roots for urban design • software developer & researcher