

Flash Developer

Job Type: Freelance
Duration: 30 Days between mid-July and October 07
Location: Portslade, Brighton
Fee: £4,500

Job Description

You will be working with an internationally renowned interactive artists' group to build a Flash application for a Nokia N800. You will work at Blast Theory's studios in Brighton under the direction of the artists in Blast Theory and collaborate remotely with researchers from the Mixed Reality Lab at Nottingham.

You will be responsible for:

- Implementing designs for Flash interfaces from storyboards provided by the group's artists
- Writing Actionscript for interface controls, application logic and to interface with the N800 hardware
- Engaging with the artists in an iterative development process: presenting designs and work in progress and incorporating comments and feedback from the artists and user tests.
- Testing the application to ensure, as far as possible, that it is bug free and runs within the hardware constraints of the Nokia N800.
- Scheduling development time to ensure the delivery of working versions of the application for key tests and milestones

Person Specification

This is a demanding project for an experienced Flash developer. You must be a proficient programmer using Actionscript 2.0 with strong skills in motion graphics and interface design.

The successful candidate will:

- Have a flair for programming motion graphics and animation in Actionscript
- Have experience in application design using Flash with a good understanding of object oriented programming
- Be hard working, productive and relish working in a creative, artist led environment
- Be a good communicator with experience of team development work
- Have an eye for detail and a passion for high standards
- Have an understanding of the fundamentals of Unix commands (e.g. navigational commands, copying files and editing files in a Unix environment)
- Ideally have a working knowledge of Fireworks MX and Photoshop CS

About Blast Theory

Blast Theory is renowned internationally as one of the most adventurous artists' groups using interactive media, creating groundbreaking new forms of performance and interactive art that mixes audiences across the internet, live performance and digital broadcasting. Led by Matt Adams, Ju Row Farr and Nick Tandavanitj the group has a team of six and is based in Brighton. Blast Theory's work explores the relationship between real and virtual space with a particular focus on the social and political aspects of technology. It confronts a media saturated world in which popular culture rules, using video, computers, performance, installation, mobile and online technologies to ask questions about the ideologies present in the information that envelops us.

BLAST THEORY

Unit 5, 20 Wellington Road, Portslade, Brighton BN41 1DN tel & fax: 00 44(0)1273 413 455 info@blasttheory.co.uk www.blasttheory.co.uk
Since 2000, Blast Theory has been exploring the convergence of online and mobile technologies. Projects include the award-winning Can You See Me Now? (2001), Uncle Roy All Around You (2003) and I Like Frank(2004) - the world's first 3G mixed reality game. Single Story Building (2001/2005) was shown on Tate Online as part of 40 Artists 40 Days. The group has a permanent exhibit in the Energy Gallery at The Science Museum.

Day Of The Figurines (2006) is a 24 day SMS game set in an imaginary town for up to 1000 players. It has been presented at Sonar in Barcelona, Hebbel Am Ufer in Berlin, in Singapore and in Brighton to date.

Blast Theory has received four BAFTA Award nominations since 2002, received the Golden Nica for Interactive Art at Prix Ars Electronica in 2003 and was presented with the Maverick Award at the Game Developers Choice Awards in the USA in 2005. In 2006 the group won The Hospital's Interactive Media Award.

Internationally, Blast Theory's work has been represented at art fairs and festivals including the Biennale of Sydney, the Dutch Electronic Arts Festival in Rotterdam, Palestine International Video Festival, Basel Art Fair and ArtFutura in Barcelona. The group's work has been shown at the National Museum in Singapore, the National Taiwan Museum of Fine Arts, ICC in Tokyo, Artspace in Sydney, Museum of Contemporary Art in Chicago. The group has had residencies at the ICA in London, Arnolfini in Bristol, Kunsterlhaus Bethanien in Berlin and the Banff New Media Centre in Canada. The artists were the South Australian government's Thinkers In Residence in 2004.

Blast Theory is currently part of two three year science research projects: the Integrated Project on Pervasive Gaming and Participate, a mass participation science project for mobile devices. The group is represented by Creative Artists Agency in Los Angeles to undertake work for film and television. The group will soon complete its second permanent installation for a museum: Flypad, a 12 player augmented reality installation, for The Public in West Bromwich.

Blast Theory is a highly individual and demanding place to work in which passionate, inquisitive and intellectually engaged people thrive. The artists are ambitious and always looking to develop into new areas.

About the project

The application is the interface to a location based game run on a Nokia N800 for an event at the Barbican in London, in October 2007. The application will allow users to play and record location tagged audio and explore the city using an animated interface driven by location data. The application will include:

- Animated introduction and closing sequences
- Interfaces for recording and playing back audio
- Animated interfaces for visualising location data
- Logic for switching between different modes/phases of the game

The application will connect to an EQUIP2 server running on the N800 to retrieve location data and to trigger audio recording and playback. A diagram showing the device platform is attached along with documentation on the generic actionscript interface to EQUIP2. (<http://www.mrl.nott.ac.uk/ffcmg/EQUIP2/>)

Nottingham will provide examples of all actionscript for application's interface to EQUIP2 and along with documentation of the class definitions for any data types used in the application.

BLAST THEORY

Unit 5, 20 Wellington Road, Portslade, Brighton BN41 1DN tel & fax: 00 44(0)1273 413 455 info@blasttheory.co.uk www.blasttheory.co.uk

Equal Opportunities

Blast Theory aims to ensure that no applicant receives less favourable treatment on grounds of gender, race, colour, religion, disability, marital status or sexual orientation. Applicants with access requirements are advised to inform Blast Theory of this in their application.

How To Apply

Please provide your CV along with examples of your work to nick@blasttheory.co.uk

Closing date for applications is midday on Monday 2nd July.