Blast Theory : Technical Internship, Spring 2014

A Machine To See With, 2010

Blast Theory is offering a unique opportunity for a talented and energetic developer to take part in a technical internship as part of a collaboration on a new mobile project with National Theatre Wales.

The intern will be invited to work alongside Blast Theory's development team during a two week workshop and development sprint. It will give an opportunity to learn more about Blast Theory's creative and technical processes, and is intended as a step towards working in a key development role with Blast Theory on interactive projects in the future.

Blast Theory is renowned internationally as one of the most adventurous artists' groups using interactive media, creating groundbreaking new forms of interactive art that mix audiences across the internet, mobile devices, live performance and digital broadcasting.

For more about Blast Theory's work, visit www.blasttheory.co.uk

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How to apply

The internship is based at Blast Theory's studio in Brighton for 2 weeks in March 2014 and is supported by a stipend of £400 per week.

APPLICATION DEADLINE : 5pm, Monday Feb 10th 2013

To apply, please send your CV and a cover letter to hannah@blasttheory.co.uk

About The Internship

Blast Theory is beginning development work on a new mobile project with National Theatre Wales for 2014. The project will build a mobile app which explores issues around user profiling and personalization, looking at three key technology areas:

- Location and sensor data analysis: using mobile device sensor data for inferring user context.
- Geo-data integration: using online and real-time geo-data from third parties for personalization.
- Social media integration: Integrating analysis of data from social graphs and social media such as Twitter for personalization

Over two weeks, you'll work in collaboration with a Blast Theory artist and the project's technical team to take part in creative workshops to explore the issues and possibilities of these profiling technologies.

You will assist in developing a proposal and specification for a simple data-driven app which uses profiling and be asked to take part in developing a working prototype.

You'll work with Blast Theory to set-up tests of the prototype and be asked assist in presenting a demo of the prototype at the end of the two weeks.

You'll have an opportunity to learn about Blast Theory's ongoing research in this area, our creative processes, organisational structure and our approach to creative development using technology.

As part of the internship, you'll also be invited to participate in Blast Theory's annual conference, Act Otherwise, which takes place in late February 2014.

The conference will bring together a cross section of artists, technologists , scholars, broadcasters and curators to explore the issues and possibilities around user profiling and personalisation.

Fixing Point, 2011

You

Blast Theory welcomes applications from developers working across all sectors and at all stages in their career.

You should be keen to work within a creative environment and have an interest in developing innovative data-driven applications.

You should have experience in developing mobile apps and/or experience in building data-driven applications for the web.

You'll ideally have experience of cross-platform app development either using native development or using a common development framework such as PhoneGap or Titanium Appcelerator.

You should be confident in producing clearly commented, object oriented code; and be happy working with small development teams using Git based version control.

You'll ideally have experience of using geo-location, camera and notification APIs in your applications, understand the principles of creating secure connections for exchanging data and understand methods for working with application analytics for iterative development.