

UI/UX User Interface & User Experience Research Staff Position Nokia Research Center Hollywood (NRCH)

Nokia Research Center Hollywood (NRCH) seeks a researcher in user interface and user experiences to join their newly established research center based in Santa Monica, California. This exciting lab is carrying out a range of research activities in the areas of mobile augmented reality experiences; wearable and physical affordances; innovative use of sensors; new forms of user interface and interaction; tools for content creation for mobile devices and large-scale mobile internet services, systems and solutions. This lab serves as an innovation agent, leveraging the culture, talents and dynamic nature of Los Angeles area academic institutions and media industries, to help transform Nokia into a leading company in not only mobile phone devices but also in mobile content, entertainment and internet services.

The ideal candidate will be on the cutting-edge of user experience/interface research and design. This person will have a passion for inventing new forms of mobile user experiences and a willingness to move forward in ambiguous circumstances. You will need the ability to work with multi-disciplinary teams and have excellent communication and collaboration skills. You will be expected to deliver innovative concepts, demos and working prototypes outside the typical mobile phone form factor. The research perspective includes both shorter and longer-term aspirations.

Your tasks include:

- Working with the team leader and research team to set and steer the research direction, vision & strategy for the team.
- Developing storyboards, mockups and functional prototypes that effectively communicate user experience/interaction design solutions.
- Collaborating with other team members in all phases of research, from conception through user-centered and industrial/graphical design, prototype development and pilot deployments and user evaluation.

Required:

- Terminal degree in HCI, visual design, user experience, interaction design or related studies.
- Portfolio demonstrating user experience design innovation and solutions.
- Expertise with still and/or motion visual prototyping tools such as Flash, Processing, Photoshop or Illustrator.
- Exceptional understanding of fundamental design and interaction principles.
- Demonstrated ability to work well in a research setting with the ability to shift among several projects in a rapid, iterative development environment.
- Ability to conceive of and work on self-started projects as well as part of a team.
- Experience and interest in several of: mobile computing, social computing, wearable computing, augmented reality, data visualization, and sensor systems.
- Experience with physical prototyping tools such as Processing or Wiring a plus.
- Programming experience a plus.
- Experience with user studies a plus.
- As we often work with new and experimental mobile hardware and platforms, an ability to think outside the box is a MUST!