

## **New Mobile Forms and Experiences 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 novel mobile experience design and implementation with a particular focus on new directions in the area of user interfaces and mobile computing. An interdisciplinary background covering engineering, the arts, entertainment and user interface design is preferred.

This person should have excellent communication and collaboration skills, be prolific in creating new concepts and converting them to working prototypes and should have the desire and breadth of interests to work effectively in a multi-disciplinary team (with engineers, artists and designers). The successful candidate will be able to implement practical, robust solutions for real-world applications. The research perspective includes both shorter and longer term aspirations.

Your tasks include:

- Working with the team leader to set and steer the research direction, vision & strategy for the team.
- Designing and developing new forms of mobile and wearable computing solutions.
- Developing and integrating hardware, software, and sensors to create novel mobile experiences.
- Collaborating with other team members in all phases of design, prototype development and pilot deployments.

Required:

- Ph.D. or equivalent experience in relevant areas
- Portfolio demonstrating software design prototypes, preferably on novel hardware
- 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.
- As we often work with new and experimental mobile hardware and platforms, an ability to think outside the box is a MUST!
- Interest and/or experience in several of: information visualization, computer vision, augmented reality, graphics, or gesture recognition a plus.
- Familiarity with QT and related tools a plus