MOGEES

Open Position

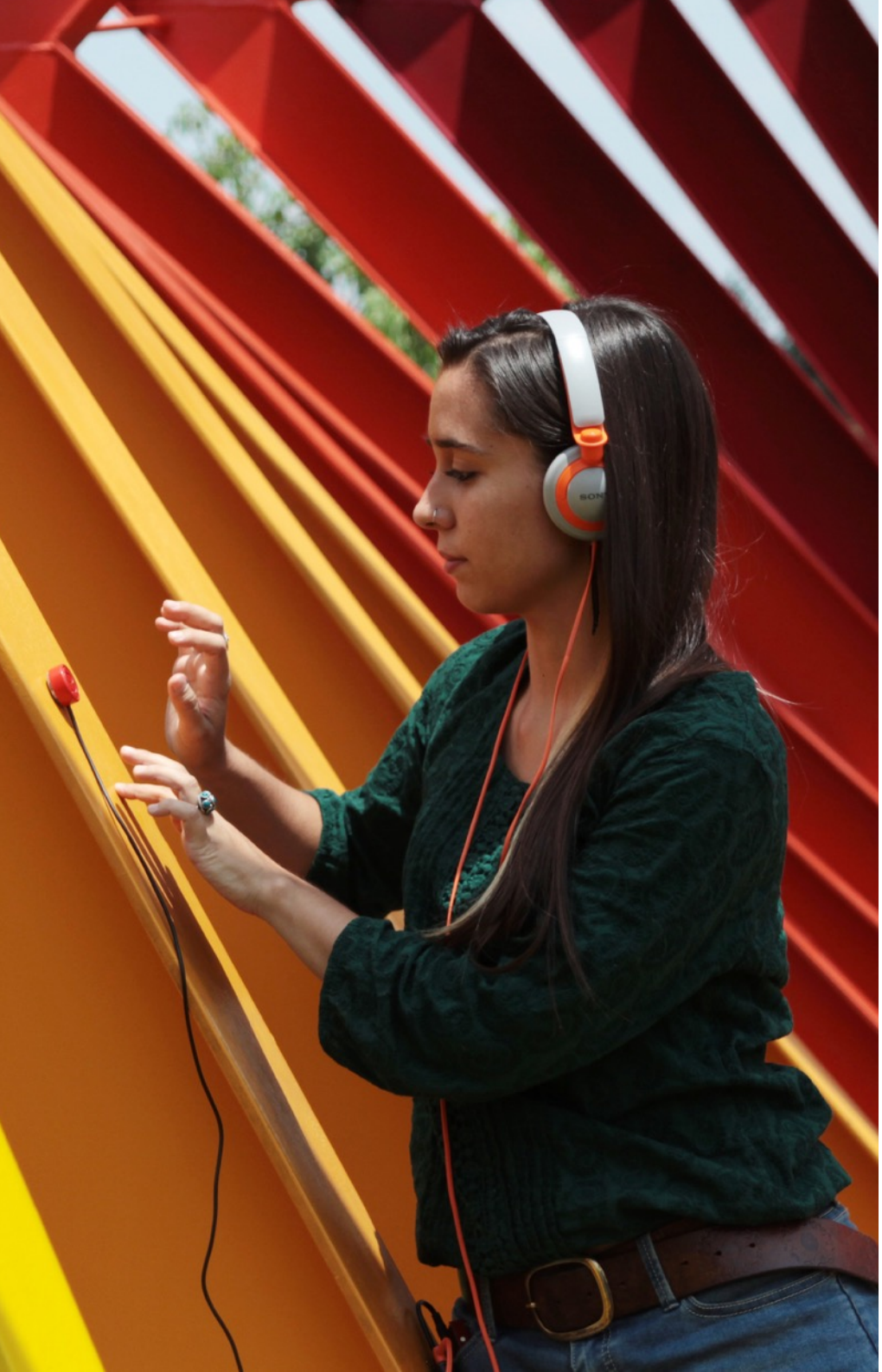
Audio Technologist & Maker

Your Role

We are looking for a maker / designer with audio engineering and digital + physical prototyping skills to help us in making high quality demos and working prototypes using our revolutionary vibration sensing technology.

You will utilise a wide range of creative technology skills, from audio engineering, software prototype design, to physical rapid prototyping. You will manage and oversee pilot projects that serve to demonstrate the capabilities of our tech across a wide range of industries from gaming, automotive, entertainment, IoT and much more.





About Mogees

Mogees is a multi-award winning technology company working at the cutting edge of tangible controllers and human computer interaction. Mogees' research focuses on empowering everyday physical objects with new digital capabilities and to shape the landscape of tangible HCIs for the future. Our existing products utilise our patent pending technology which combines audio analysis and machine learning techniques to allow anyone to transform nearly any object into an expressive musical instrument with virtually no latency. Mogees' products are now used by thousands of musicians, artists, and educators around the world.

Working with Us

Its an exciting time to come and work with us. Our growing team has the opportunity to perform groundbreaking research and create solutions that will make their way into real world products, and have a meaningful impact in the way we interact with the digital world.

Mogees Ltd can provide Visa sponsorship if required.

We're looking for someone to:

- Become a Mogees product expert; gain a deep understanding of how our technology works and the HCI opportunities it can provide.
- Project manage teams of specialist engineers in creating working prototypes using iterative prototyping and design cycles.
- Quickly generate visual materials, sketches, wireframes, video demos for proof of concepts.
- Follow client briefs and iterate designs based on their specific needs, with a creative approach to problem solving.
- Record, test, and analyse the results of your designs using our audio analysis tools to reach the expected behaviour.
- Provide accurate time estimates and stick to them.

We're looking for someone with:

- A degree or other higher level qualification in Music Technology, Audio Engineering, Computer Science, Electrical Engineering, Interaction Design, Industrial Design or relevant field, or 2+ years of professional experience in a relevant discipline.
- Familiarity with a wide range of audio hardware and software.
- Deep understanding of audio processing techniques.
- Experience in project management, and comfortable briefing team members and monitoring progress.
- Expert at Max / PD or other rapid prototyping software.
- Ability to script, shoot, edit, and publish high quality video demos.
- Understanding of physical prototyping (3D Printing / Laser Cutting / Machining)
- Ability to learn and pickup new digital skills in hours.
- Bonus skills: Python, C, XCode, Android Studio, Sketch, Flinto, Illustrator, Touch Designer, Rhino, SketchUp, CAD Software.
- A highly organised work ethic, and ability to clearly communicate honest feedback to the rest of the team.

Interested?

This is a full time position based in our London office at London Fields, E8 4RU.

Please indicate your earliest preferred start date in your application.

Apply to conor@mogees.co.uk with links to previous work and/or CV outlining your areas of expertise and experience.

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