



Creative Engineer, Technology

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New York

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Overview

Creative Engineer - Technology

DigitasLBi is a highly-caffeinated playground where brilliant minds come together to make bold, award-winning advertising. We use data-driven insights to guide our work, but we also believe in a healthy dose of spirited storytelling. Paving the way for this is our amazing Technology team, dedicated to transforming the marketing landscape. Right now, we're looking for a **Creative Engineer** to help lead the charge. Up for it? Read on.

What you'll do:

As Creative Engineer of Technology, you'll work closely with the creative teams to conceptualize and fine-tune the user experience, collaborating to ensure end-to-end solutions. Day to day, your responsibilities will include:

- ◆ Providing technical guidance through project design, implementation, launch and maintenance
- ◆ Driving solutions between Creative and Technology teams
- ◆ Collaborating across departments to ensure high quality solutions, timely delivery and consistent focus
- ◆ Performing code reviews and developing (and adhering to) coding standards
- ◆ Keeping a pulse on emerging technologies and techniques
- ◆ Serving as a recognized subject matter expert within your fields of expertise
- ◆ Clearly communicating project status, risks and challenges

We're looking for a talented Creative Engineer who's also a delight to work with, which usually includes:

- ◆ A four-year degree and 2 to 4 years of UX architecture and development experience (creative agency experience desired)
- ◆ Solid technical skills including Flash, iOS, Front-End development, OLA-Motion Design and Production-Visual Design
- ◆ Deep familiarity with the digital environment and a track record as a technical or creative team player
- ◆ Experience integrating with a multitude of backend platforms and architectures
- ◆ An exceptional eye for design, motion and interactivity

- ◆ Strong communication and presentation skills – you're poised, articulate and convincing
 - ◆ Willingness to travel as needed – you're open to new places, new faces and new ideas

Technical Skills (Flash):

- ◆ Intermediate ActionScript 3.0 skills with good understanding of object-oriented practices and design patterns
- ◆ Intermediate skills in data structures and using XML with Flash applications
- ◆ Experience in optimizing Flash applications to mobile devices a plus
- ◆ Experience using 3rd party frameworks
- ◆ Good working knowledge of at least 1 of the following: Object-oriented JavaScript, Semantic markup w/HTML4/5, CSS 2/3, Web-services & 3rd party API integration, AJAX development and interaction
- ◆ Proficiency in documenting architectural solutions and code
- ◆ Proficiency in mobile-web UI development and best practices
- ◆ Experience proposing, researching and implementing creative technology solutions
- ◆ .

Technical Skills (iOS):

- ◆ Intermediate skills in Objective-C development and good knowledge of the iOS SDK and XCode
- ◆ Knowledge of iOS UX guidelines (HIG) and best practices
- ◆ Experience in debugging on multi-generation devices
- ◆ Experience in documenting architectural solutions and code
- ◆ Good working knowledge of OOP practices and project architecture
- ◆ Experience proposing, researching and implementing creative solutions
- ◆ Knowledge of OpenGL/low-level programming a plus
- ◆ Experience in deployment to the app store and setting up provisions/certification
- ◆ Intermediate skills in data structures such as XML and JSON

Technical Skills (Front-End):

- ◆ Intermediate skills in semantic markup w/HTML4 / XHTML / HTML5, CSS, object-oriented JavaScript
- ◆ Experience in data exchange between application layers via XML and JSON
- ◆ Experience with Facebook API, including policy issues
- ◆ Experience in some of following: JQuery, YUI, Dojo, Touch, Prototype, Script.aculo.us
- ◆ Experience in documenting architectural solutions and code

- ◆ Knowledge of automated user-experience testing methods
- ◆ Proven ability in proposing, researching and implementing creative technology solutions
- ◆ Experience with Accessibility standards and their respective implementations

Technical Skills (OLA-Motion Design):

- ◆ Understanding of object-oriented ActionScript 3.0
- ◆ Proficiency in Flash optimization for motion design
- ◆ Proficiency in Adobe CS5 (Photoshop, Illustrator, Flash, After Effects, etc.)
- ◆ Experience using 3rd party vendor tools such as Doubleclick Studio, Pointroll, or other Richmedia vendor tools is a plus
- ◆ Proficiency in motion typography/kinetic typography
- ◆ Good working knowledge of at least 1 of the following: Semantic markup w/HTML4/5, CSS 2/3, 3D Modeling & 3D Animation
- ◆ Video editing skills
- ◆ Advanced estimation and scoping skills
- ◆ Experience proposing, researching and implementing creative technology solutions

Technical Skills (Production-Visual Design):

- ◆ Proficiency in cutting and optimizing graphics
- ◆ Knowledge of principles of production and web development
- ◆ Understanding of Standard Flash production and animation techniques
- ◆ Knowledge of HTML, Dreamweaver, CSS
- ◆ Experience working closely with IA, marketing, creative and development teams

Got the goods? We'd love to hear from you.

About DigitasLBi

We have 40 offices in 25 countries, each one helping to upend and redefine the landscape of strategy, creativity, media and technology. We're pumped about the accolades we've earned – cue Titanium Lions, Gold Pencils and making LinkedIn's Most InDemand Employer List of 2014 – but what energizes us most is the people we work with, the clients we work for and the never-ending challenge that confronts us: Producing amazing creative, day after day.

On top of great values, great people and great clients, we're proud to offer many great perks – things like flex vacation days, tuition reimbursement, gym membership discounts and anniversary gifts for the many people who've been with us 5, 10, 20 years and more. And while we celebrate those who've stuck by us and shaped us into the creative force that we are today, we're always looking for great new talent help us grow even stronger. If that's you, well, come join us.

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