Nanome

Role: XR Interaction Designer

Full-time Employee or Consultant
Can be remote but located near San Diego preferred

Nanome is seeking candidates for an XR Interaction Designer position. This individual would play a critical role in helping to pioneer the next interface for scientific tools using Spatial Computing technologies such as Augmented, Mixed, and Virtual Reality. This role would require research, prototyping, and user studies to create novel interactions (hand-tracking, controller input, voice, etc) that would ultimately enable scientists with an advanced and intelligent tool for novel discoveries for humanity's greatest challenges.

About Nanome:
Our virtual reality software for molecular modeling and simulation that allows users to manipulate molecular structures with their hands and collaborate with anyone in the world. Our users range from top pharma companies, biotechs, graduate-level research labs, to entry-level chemistry classes. We are an early-stage, revenue-generating, VC-backed startup that spun out from UC San Diego.

Location: San Diego Innovation Center (The Pyramid in Miramar)
7310 Miramar Rd Suite #410, San Diego, CA 92126

Commitment: Full time (Local or Remote)

Duties and Skills:

- Explore, try and reference other VR/AR applications to ideate and reference in design sessions
- Create prototypes to simulate 3D UX/UI interactions for VR/AR (through 3D animations or interactable prototypes)
- Setup and run white-board design sessions for product ideation/brainstorming
- Develop Low-Fi wireframes and High-Fi mockups
- Create user-flow diagrams, and iterate on mockups based on stakeholder feedback
- Work directly with stakeholders to understand their needs, use-cases, and product requirements
- Create unified design systems that will assist users in solving complex problems in AR/VR that maintains a cohesive experience throughout the application
- Work closely with Engineering to make sure that all the functional and non-functional requirements are being met

Required:
- Has experience designing and prototyping AR/VR interactions through past projects
- Previous industry experience with Product Design & Interaction Design roles and strong understanding of user centered design
- Flawless written and spoken English
- Enthusiastic about science and technology
- Extremely well organized and meticulous
- Take an initial concept and comes up with a creative solution
- Works well in a team

Bonus:
- Previous experience with hand-tracking 3D interaction design
- Previous experience with integrating one application to another
- Experience working with real-time collaboration applications
- Interest in startup culture
- Public speaking experience
- Located near San Diego
- Be creative but also analytical and task-driven
- Can manage details while seeing the big picture
Familiarity with Unity

Perks & Benefits:
Conveniently located by lots of breweries
On-site Bar at HQ
Friendly, young and lively startup culture
Unlimited PTO & Remote Policy