We’re looking for a Software Engineer!

About Cognita

Cognita makes art accessible to all through touch and sound. Utilizing virtual reality and haptic gloves, Cognita provides virtual tours of museums during which users can “touch” the artwork around them while listening to entertaining descriptions.

Traditionally, the first thing a museum-goer is told is “Do not touch!” Museums spend millions of dollars on security, insurance and printed materials to prevent visitors from doing something that comes so naturally, to learn through touch. This is not only counterintuitive, it prevents a large portion of our society from accessing art. Cognita creates entry points to the visual arts for anyone who is a tactile and/or auditory learner.

General Function

The Software Engineer works closely with the CEO to research various topics related to the core business of the Cognita including, but not limited to:

- Develop Cognita’s virtual reality art tours utilizing 3D scanning and photogrammetry
- Integrate haptic gloves into these virtual tours
- Develop customized and user-friendly apps for clients to be able to easily navigate the features of these virtual tours
- Analyze code for weaknesses and errors, and present detailed plans to improve them
- Develop intuitive software that meets and exceeds the needs of the company
- Analyze and test programs and products before formal launch
- Aid and support the coaching and training of other team members to ensure all employees are confident in the use of software applications

Knowledge and Skills

Required Skills

- Experience using Unreal and/or Unity software to develop apps for the latest Virtual Reality headsets
- 3-5 years of experience developing and implementing software applications
• Experience utilizing 3D scanning equipment and photogrammetry software, and managing post production workflow
• Experience developing software utilizing various coding languages
• Experience developing secure software systems based upon industry specifications
• Excellent research skills: ability to read and summarize information quickly and efficiently, and present in an organized and concise fashion.
• A self-starter: ability to work independently without direct supervision and to identify areas of potential interest and benefit for the furthering of Cognita’s mission.
• Flexibility: Ability to work in a collaborative and dynamic start-up environment that is constantly evolving.

Working Conditions

This part-time position can be completed during the days and hours of the Software Engineer's choosing. A weekly check-in call will be scheduled during normal business hours.

Physical Requirements

This position works remotely, therefore the Software Engineer may choose their work location. However, there may be a need in the future for the Software Engineer to visit the Bay Area depending upon the needs of clients.

Travel

Little to no travel is necessary for this position. The majority of all work will be done remotely. However, there may be a need in the future for the Software Engineer to do site visits for clients in the Bay Area depending upon travel restrictions/recommendations by the CDC/WHO in relation to COVID-19.

How to Apply

Please submit a CV, cover letter and names of three professional references to Katherine Tuider, CEO and Founder of Cognita at ktuider@cognitaart.com.

Compensation
Compensation commensurate with experience.