



IMMERSIVE RECYCLING EXPERIENCE DEVELOPER

WHAT'S MY JOB?



Description

The Immersive Recycling Experience Developer uses augmented reality (AR) and virtual reality (VR) to educate the public on recycling and sustainability. By creating interactive and educational installations, the role ensures materials are accessible to diverse cognitive abilities and integrates them into school programs and communities. These experiences simplify complex concepts, encouraging the public to adopt sustainable behaviors and fostering a culture of environmental responsibility. The immersive experiences developed have been shown to significantly increase recycling rates among participants. Through AR and VR simulations, people better understand proper recycling practices and are more motivated to correctly separate waste.

MY STUDIES

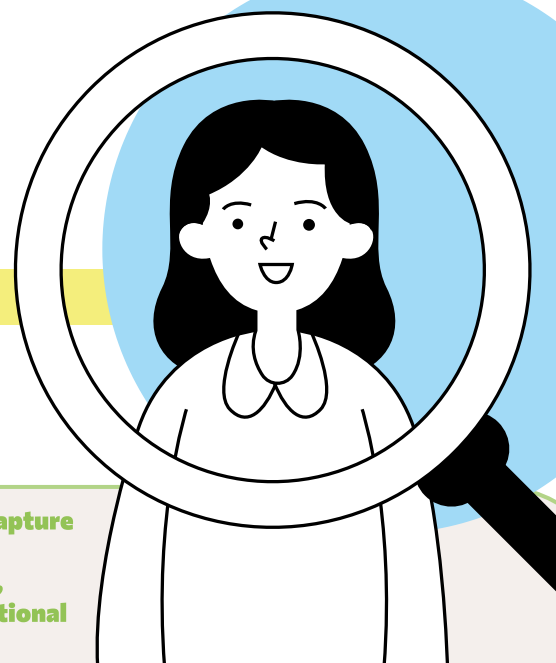
- University degree on Design and Visual Arts
- University degree on Environmental Studies or Sustainability
- University degree on Education and Pedagogy
- University degree on Technology and Innovation
- Certificate on Social Sciences and Cultural Studies
- Certificate on Project Management and Collaboration



YOUR SPECIAL TALENTS

Soft Skills

- **Creativity:** Ability to think innovatively to design immersive experiences that capture attention and inspire behavioral change towards sustainability.
- **Empathy:** Sensitivity towards the needs and perspectives of the target audience, including diverse demographic and cultural groups, to create inclusive and educational experiences.
- **Adaptability:** Flexibility to manage changes and adapt to new technologies, design methodologies and public needs.
- **Problem-Solving:** Skill in effectively and quickly solving problems, addressing challenges that may arise during the design and implementation of immersive experiences.
- **Teamwork:** Ability to collaborate effectively with multidisciplinary teams, including technology experts, educators, artists, and community stakeholders, to develop and implement complex projects.
- **Leadership:** Capability to lead and motivate the set design team, providing a clear vision and coordinating efforts to achieve common objectives.
- **Communication:** Excellent verbal and written communication skills for collaborating with directors, producers, other developers, and technical team members.
- **Networking:** Ability to build and maintain a professional network in the industry, useful for finding job opportunities and future collaborations
- **Results Oriented:** Focus on achieving specific objectives related to environmental awareness and promoting sustainable behaviors among the audience.



Hard Skills

- **Supply Chain Management:** Understanding of sustainable supply chain management practices, including sourcing materials from recycled or renewable sources and managing logistics to minimize environmental impact.
- **Environmental Education:** Knowledge of environmental issues and sustainability practices necessary for creating relevant and accurate educational content.
- **Interactive Design:** Advanced skills in designing interactive experiences using technologies like augmented reality (AR) and virtual reality (VR). Ability to create intuitive user interfaces, layouts, and engaging virtual environments.
- **Software Development:** Practical knowledge in software and app development for immersive experiences. Proficiency in using AR/VR development platforms to create interactive scenarios and simulations.
- **Digital Content Management:** Competence in managing and producing digital content, including video, 3D graphics, animations, and audio. Ability to integrate these elements effectively into immersive experiences.
- **Immersive Technologies:** In-depth understanding of AR, VR, and Mixed Reality (MR) technologies. Capability to select and implement suitable technologies to achieve specific educational objectives.
- **Universal Design in ICT:** Ability to design digital environments and interfaces that are easily accessible to individuals regardless of individual and technical skills. Such as integrating AR/VR with assistive technologies (screen readers, voice recognition software, etc.); designing interfaces that support multiple modes of interaction (touch, voice commands, gestures) to accommodate different user abilities and preferences.
- **Project Management:** Ability to plan, execute, and oversee complex projects from concept to completion, ensuring timelines and budgets are adhered to while maintaining high standards of quality and sustainability.
- **Inclusive Design Thinking:** Ability to incorporate inclusive design thinking throughout the development process, from initial concept ideation to final implementation and iteration
- **Evaluation and Analytics:** Skills in evaluating the impact of immersive experiences on education and behavioral change. Competence in analyzing data and feedback to continuously improve the experiences offered.





COOL THINGS YOU'LL DO

- **Create and develop interactive installations, AR/VR applications, and other immersive formats that educate and raise awareness about the importance of recycling and sustainability.**
- **Develop accessible and culturally relevant educational materials that can be integrated into school curricula and used in workshops and public events.**
- **Work with community members, educational institutions, industry experts, and local groups to co-design experiences that address specific community needs and reflect their experiences and knowledge.**
- **Manage the implementation of immersive experiences from concept to practical realization, ensuring adherence to timelines, budgets, and accessibility and inclusivity requirements.**
- **Evaluate the effectiveness of experiences through audience feedback, data analysis, and measurement of impact on environmental education and behavioral change towards more sustainable practices (e.g. increase the recycling rate among participants).**
- **Conduct training sessions and workshops for educators, students, and the general public on recycling and sustainability topics, using immersive experiences as an educational tool.**
- **Collaborate with marketing and communication teams to promote and raise awareness about immersive experiences and initiatives related to recycling and sustainability.**